

# STARTREK ROLEPLAYING GAME

STARFLEET OPERATIONS MANUAL



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SPECIAL THANKS TO:

Frank Chaewick for inventing a grove, and Jasmit aid for providing a model, both of them unwaitingly. To the memory of Crowman Damell (d. 2266), the first marrilest officer killed on screen in Star Trek, and to his many fallen comrades be king and ince, this book is affectionately dedicated. Was the red shirt proudly.

#### DISCLAIMER:

While Decipher Inc. has researched extensively to make this the most authentic Star Took Rolephying Came possible, the depth of information necessary for a fully-real-und rolephying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of four Trek, we have taken some liberies and players should remember that only the events, characters and places that appear on the show or in films are canon.

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Ou are the guardians of peace, and the harbingers of progress Since before there was a Khitomer Accord, before there was a Prime Directive, before was a United there Federation of Planets, you and your tellow officers have parolled, explored, defended, and expanded the final trootier. You are Starfleet officers, and whether braving the unknown dangers above Warp 5 or traversing the most distant reaches of the Delta Quadrant, vot: have upheld a in opinionized the spirit of adventure that has compelled sentient beings from a hundred worlds outward into space.

But glorious traditions and noble goals only get you so far. To reach the stars and to live long and prosper there takes gurs and grit, skills and savvy. Starileet Academy tries to find the best of the best from every member world (and from some non-member worlds as well to exemplify these qualities. then, it spends years teaching and testing cadets until they exceed even their own potential; until they truly are the finest their species have to utier. Finally, the universe teaches its own lessons. The traditions of Starileet and the disciplines of the Academy all come down to you and your fellow off cers on an alien world and the decisions you make.

That's when you prove that you can wear the uniform, that you have what it takes. This book gives you some edges, but it's up to you to posh beyond them. Take the tools and the talent of all your species and boldly go where no one has gone before.

## HOW TO USE

This book expands the possibilities for Starileet officer characters in the Star Trek Roleplaying Game, As far as practical, this book covers the entire scope of Starfleet history from the Federation's founding to the aftermath of the Dominion War: characters and series from any era of Star Trek can use these rules. In some cases, players of starship officers from other nations for free captains, smugglers, and pirates) might even be able to use or adapt portions of the material in this book, depending on their Narrator's decision, but the bias is always for Starfleet characters. Most of this material is aimed at players, although Narrators will no doubt find some useful nuggets here and there. All of the rules given here are official, except for a few clearly indicated optional rules. Future Star Irek Roleplaying Came products from Decipher will use and adapt these systems. However, in the final analysis, the game is yours, not ours. Feel free to change, expand, adapt, or even reject anything in this book if it interferes with your own judgement of your series' potential and reality.



#### CONTENTS

CHAPTER 1: STANDARD OPERATIONS gives the basic officer's eye view of Starfleet missions. This includes general operation notes for Starfleet starships, and specific strategies and tactics for a wide variety of potential assignments. This section also provides guidelines for, and summarizes, a new category of Starfleet missions: intelligence missions.

CHAPTER 2: OFFICER SKILLS AND TRAITS expands and clarifies skill use for Starfleet officers, in terms of existing skills. It provides concrete information about key skills for brudge crews, and the way they operate on a starship bridge. It also adds a new skill group for primitive vehicles, and introduces the concept of key traits, the core mechanic of Armed Combat disciplines and Unarmed Combat styles.

CHAPTER 3: OFFICER TRAINING PROGRAMS adds further starship officer tand hence Startleet officers professional abilities and provides alternative mechanisms for promotion to tailor the feel of your series as desired. It also includes some new professional advancement packages for specific Crew positions.

CHAPTER 4: NEW SPECIES in Starfeet provides full player character information for eight ness species from the movies and television series, all built as the equivalents of the species presented in the Star Trek RPG Player's Guide, using the guidelines in the Star Trek RPG Narrator's Guide for new species creation.

CHAPTER 5: Mission Equipment vastly increases the array of wonderful devices available to Startleet officers, and provides rules and guidelines for assigning for acquiring equipment suitable for the mission. The most important piece of Startleet technology, the tricorder, gets a full under the hood examination in practical game terms.

CHAPTER 6: SHIPS OF THE LINE presents ten fully statted-out Startleet ship classes ranging from the Daedales-class of the 2160s to the most modern ships of the Saber and Steamrunner-class, including the classes exemplified by the U.S.5 Enterprise NCC 17D1-B, -C, and -E. The chapter also covers the organization that deploys these ships, and the starbases that support them.

Finally, the Starfleet Personnel Jacket presents the necessary data to play a Starfleet officer in an expanded character sheet with more room for personal and career background and development.



What keeps the starships flying! Not chlithium, or warp nacelles, or even miracle-working engineers. What keeps starships flying is order and organization. Starships embody science and rationality. Starfoot standard operating proceture aims to do the same.

#### OPERATIONAL PRACTICE

Once a ship leaves spacedock, its crew should be prepared for anything the galaxy can throw at it, from rogue Klingon marlmen to enarmous lconian berserkers. Starfleet ships maintain a regular schedule of operational practices. to ensure readiness: the Crew will have responsibilities to this schedule both during their eighthour on-duty watch and outside it, for storms don't take the evening off, after all. Unless the episode requires it, Narrators can assume that roughne checks happen and, even on the Romulan Neutes! Zone, most days pass without incident.

#### UNDER WEIGH

A starship between ports of call planets, starbases, etc. is "under weigh", a term dating back to the old water navies of Earth. A starship under weigh usually travels at its cruising speed or slower on condition green, the lowest alert status (see "Alen Status" box on page 7). However even while not on alert, a competent Starfleet crew is always ready for a sudden contact, whether with a dangerous intruder or a new scientific

wonder to catalog and explore. General Order Thirteen mandates that Starfleet personnel are obligated to investigate any unusual phenomenon where possible.

While "under weigh," ships primarily run on long-range rayigational sensors and a full array of passive sensor systems. Passive sensors like gravimeters only receive; active sensors like radar both transmit and receive.) Depending on the mission, the captain may order a full sensor sweep (including active tensors) every eight hours. On survey and scientific missions, the sensors are usually continuously active on all wavelengths. This makes the ship much easier to detect told Taget Number (TN) for System Operation (Sensors) tests), but also adjusts the chance of detecting another ship at long range inormally a 1N 15 test) by =5 TN If another ship is detected, the tactical officer or science officer identifies it if possible jusually a Computer Use (Retrieve) test at TN 10 if the ship is from a known culture, of TN 5 if it is a fellow Starfleet vessely. If the ship is unknown, or is from a known culture but has an unknown intent, standard Starffeet ship contact protocols issue box. page 8) come into play.



#### ALERT STATUS

#### CONDITION GREEN

The standard, procedime status of all Starfleet vessels. Crew members perform their implair reatine duties; while off-duty they may magaze in personal behives, cartinus research as their own time, frateraize, will be included; enjoy the ship's bloom, as sleep. The mandatory bridge crew on a capital map on condition green consists of a command officer, a flight control of liter. (or believe and, a consecretary instally a science of liter, or aperations manager), and (if the Federation is in a state of energoncy) a weapons or increase officer (who can also serve as navigator or operations manager on some ships).

Same captains maintain a full bridge crew (see "Bridge Crew" and "layout" on page 26) even an condition green.

Even on condition green, nevigational deflectors are no. Turny percent of the ship's weapons are on standby states able to power up in this minutes, and one shuttle remains manager or limit afficer sum a level 4 diagnostic check of primary ship systems (see John 7.6 on page 110 of the Star But 396 Marrator's Guido) every night leaves.

#### YELLOW ALTER

the possibility of context, hexardous light conditions or ship system malfanction. On maken after, sleeping personnal wake, dress, and appear themselves. Off-duty personnal stand in quarters for assignment to their departments. Senior bridge crow report for duty. On some ships, or hading worting, warmed on duty security personnal was themselves. All crow members kong a special eye not for anything out of the ardinary, reporting any strunge readings, durange, or occurrence. Ship's wropous was, and the operations manager clears the decks of low priority systems use such as halodacks, scientific experiments or surveys, and so forth. The operations manager or first officer runs a level 4 diagnostic check of the entire ship immediately.

#### RED ALERT

Only the captain or the same leady officer one order red meet, he thoury, ships should go to yollow after first, which should bring the captain to the bridge to decide on red clost states, in practice, crises due t always were for turbulifie. On red above, all personnel hand to build stations. Security personnel has out to transporter count and other strategic locations throughout the chip. Medical personnel report to sickley and other duty stations. Engineers check and wall note relical systems. All should receive appear to shuttlebuys, and all shuttles warm up. Weapons are and load; shields come up. Active sensors begin sweeps at all ranges. The computer automatically runs a level 4 diagnostic check continuously.

#### INTRUDER ALLES

This operational mode is timiled to yellow elect but focuses on an internal breach of sourity. During an introduct elect, all nonessential personnel are confined to mich quarters or duty stations for the duration of the emergency. Movement through the ship a quites the authorization of an immediate superior efficer and all technicis key to authorization codes only Armed security teams proved each deed, with teams stationed at sensitive areas of the ship [e.g., transporter rooms, shufflebays, temporal boys, main angineering, computer area, accounty, and the bridges). The security afficer mounts a full internal scan of the skip, ready to seed bulkbooks, flood the decks with appearance may either response required.

#### MEDICAL SIERE

In the execut of an authoria, this operational mode confines all personnel to their current locations, while environmental retrols indute life support systems for counteris. This receives the contagion does not spread throughout the starcking or furtiity. Princity power is routed to sickbuy, and the daily medical officer runs a full internal scan of the ship to forme and deal with any contagion.

#### ABANDON SHIP

If the commonling afficer considers a consections, he may give the cream to observe any. At shortle crows ready their confit and property for immediate departure. It is hobitable planet is in range, ship's power transfers to all working transporters. All parturates are designated mastering station in the event of the abundan ship order being given, with the key supplies on their evacuation raster. Lifebouts are analysed, and launched aither by the bridge or by their occupants. A microwarp heavy is bunched, containing a subspect transmitter and a copy of the rhip's logs. The operations arranged or first afficer oversees the evacuation of the ship while the rest of the bridge come works to contain the emergency that caused this chapter measure.

#### In Orbit

While in orbit around a planet, the starship should monitor planetary communications where possible ta System Operation (Communications) test at TN 15), maintain sensor scans for energy discharges or hostile life forms (see Table 7.2 on page 102 of the Star Trek RPG Narrator's Guide), and scan the system for other ships, especially incoming ships under warp (a System Operation iSensor) test at TN 10, unless the other ship is hiding). If the ship is orbiting a Federation, allied, or neutral world, the commanding officer should respect the planetary orbital control system (except in cases of emergency). If the ship is orbiting a world without warp

#### STARFLEET SHIP CONTACT PROTOCOLS

If the consust remains unidentified:

- Shields remain at standby mode.
- Seasor use is restricted to possive seasors. If the contact is from a completely unknown culture, even navigational seasors go on standby.
- Immediately attempt communication by opening halling frequencies; activate adaptive communications to detect the unknown ship's beacan or guidance frequency and begin universal translator search of EM background.
- Response should be measured and equivalent; if the contact actively scens year ship, you may return the scan using enalogous technology where possible. If the contact powers weapons, you are encouraged (by Regulation BA) to raise shields.
- As per General tirds: Tex, a Starfiest vessel sever first, except when faced with a known enemy vessel during worting.

H the contact fites on your starship:

- If the contact is from an unknown culture, the captain's fixer responsibility is to the safety of his ship and crew (per General Order Five) select the contact poses or immediate threat to ather federation citizens (as per General Order Two).
- The safety of both his ship and the Federation will eiten depend on brooking the engagement and retreating to report the contact and the full on title assessment to Starfford Command. Where this is impossible, the coptain must use his back judgement as governed by general Starfford factical deciring.
- If the contact is from a known culture, the anglesis may use his best judgement in responding, governed by general factive and wartime status, if any, of the federation.

#### STARFLEET TACTICAL DOCTRINE

- If ship's shields are capable of handling the appearent's full primary weapon, the appearent should not be destroyed unless completely unavoidable.
- Don'the communiting officer in first officer can order weepone like; firing weapons without orders is a court-married offense.
- > Phoses should be used for piapoiet ettocks to immobilize and disease where passible.
- Photos terpodes should be used when phosess are insufficient to and the engagement rapidly and with limited loss of life. All photos terpodes should be inventoried and secured except when actually in firing mode.

#### AWAY TEAM SUIDELINES

These are among the guidelines established for away from conduct in the 2340s. Before that time, Starffeet afficers remain guided by Starffeet directives. Even in the late 24th contary, Starffeet directives can tramp these guidelines in emergency or crisis situations. Landing party or away toom efficers must think on their feet; this, after all, is why such groups normally contain at least some (and sometimes all) of the ship's senior staff.

- > Treet all encontered brings with respect and dignity.
- D Maintain complete and accurate tricorder records of all maintees and observations.
- Remain within syssight or communicator contact at all times, and establish communication protocols with the ship and with the communication protocols with the ship and with the communication protocols with the ship and.
- > Take only essential items of vital scientific or security interest; loave nothing behind it at all possible.
- Do everything in your power to avoid bostilities. Herer fire first,
- If hustilities are unevoldable, and the cambat as soon and with as little damage as possible. Avail lethal damage.
- Establish containment and decontemination protocols based on biological surveys both from the ship and on the planning do not transport potentially infectious agents to an insertined over of the ship.

sions to those not detectable at that world's Tech Level; ships orbiting a Tech Level 5 or 6 world may have to secure for silent running.

#### On the Planet

While planetside, Starflest officers remain bound by Starflest directives and guidelines. Starflest officers on other planets should assume that they are under that planet's legal jurisdiction. In some cases, Starflest Command has acquiesced to an officer's execution by local authorities if convicted of local capital crimeshowever Starflest expects officers on the scene to do everything they can within the local law to preserve fellow officers' lives and freedom. Starflest officers on planets without warp travel must remain cognizant of the Prime Directive, and Starflest officers in general should follow the Away Team Guidelines (see box, page 8).

## MISSION

Starfleet sends its ships on many and varied missions and duty tours to every corner of the known galaxy. For each mission type (see pages 235-237 of the Star Trek RPC, Player's Guide), there are certain reliable patterns of operation and standard practices that Stadkeet officers should at least begin with. This can often rapidly narrow the field down to the real crisis at hand, which may not have anything to do with the ship's ostensible assignment!

#### EXPLORATION MISSIONS

#### Deep-Space Exploration

For these missions, continuous attention to every detail of the long-range sensors pays off. Deep space contains clangerous interstellar phenomena, bizarre radiation fields, and even entirely unknown spacegoing civilizations; it's worth knowing everything you possibly can before you meet any of them. Keep an eye out for departures from accepted scientific knowledge, for sensor ghosts paralleling your course, and for system malfunctions on your own ship.

#### Plangiary Exploration

These missions can involve all levels of planetary sciences, but don't neglect the A&A officer! On a planet with intelligent life, knowing the ins and outs of their collure can help avoid gladiatorial combats or dangerous logic games with all-knowing supercomputers and if it can't help you avoid them, it can help you win them. Sensur scans should be especially alert for Romulans or other threat races, statistically, a planet is seldom in only one set of spacelanes.



#### DEFENSE MISSIONS

#### Patrol

Like planetary exploration, patrolling dangerous or under policed sectors tends to turn up threat ships, or Ferengi or Orion pirates who will report your existence to rival nations. Consider working with these third force ships and using them as your own eyes and ears. Even if they stiff betray you, you may get some useful intelligence out of their sensor logs.

#### Threat Alerr

Be wary of being thawn into a compromising position. Enemies and rivals of the Federation often attempt to embarrass starship officers into aggression, highhandedness, or other violations of standard Federation practice. While patrolling the Irontier of a known rival, always remember that you are diplomats first and naval officers second.

#### Tacrical

Review the tactics of your likely opposition, and be ready for anything. Some captains use factical deployments to practice drill and space combat skills at a measured pace; others prefer to move in at top speed to hopefully get a jump on the crisis before it boils over. Be ready to look for the force multiplier option, a place where a few key personnel can make all the difference by deactivating a planetary deflector shield, switching the locals to the federation side, or getting detailed sensor scans to find the weakness of some unprecedented threat.

#### Convoy and Escort

freat these missions like deep-space explorations; have sensors on full and be ready for mything. Keep your charges in line and to phaset range; one missing ship can wreck the whole mission. This is the time for phaset drill and factical training.





#### DIPLOMATIC MISSIONS

#### First Contact

Here, again, the role in 18. A&A orncer of first contact specialist is paramount. Every colture has something worthwhile to offer the Federation: identify that thing and encourage it where you can assuming the Prime Directive will let you, that is), Keep in mind that not all cultures obey the Prime Directive however; unscrupulates obey the Prime Directive however; unscrupulates obey than you can.

#### Intergalative Affairs

When involved or intergalactic diplomacy, the key is to maintain sight or voice rand objectives. Do not get drawn into diplomatic, horse-teating, or wrotes yet personal squabbles, you are constrained by regulations and Startleet practice to it was that envoys aren't. However, when you are the envoys on the scene, get the best deal you can and advance Startlest discusses where possible.

#### EMERGENCY MISSIONS

#### Aid and Relief

there is almost always more to the crisis than meets the eye, keep a sharp looknot for sowengers such as mercenaries or merchants preving on the misery around you and for completations to the engoing emergency borneouses the two are connected. Always remember that probody's pride is worth the lives of innocent people—not yours, and not the so-called experts on the scene. Trust your opinion, that's why Startfeet souls you there.

#### Evacuation

These missions resemble diplomatic missions or convex missions to the terth power, strict roles personal neutrality, and too as on the key goal esterne have must be your leadestones during a logistical nightmare such as this.



#### SCIENTIFIC MISSIONS

#### Experimentation

Experiments always go wrong it's the key to the scicitute method. As with deep-space survey missions, seep an eve on the sensors and run diagnostics on ship systems whenever possible. Pay attention during meetings, and try to get a tamiliar bandle on the underving scientific theories being tested. Work not which ship systems you could adapt to fix the first rour brings are can think of that might go wrong.

#### nvestigation

As contrasted with official experimentation missions the chances are that you won't hear about spedic investigations unless they are assigned to your branch or they go wrong. Its to get to know the personably of the lead investigator, be ready to use that knowledge to replicate, abort, or assist her investigations. This is also good advice for experimenters.) Use the ship's library computer liberally; at the worst, you'll help close on some dead ends.

#### INTELLIGENCE MISSIONS

Who federation places primary responsibility for espionage, counterespionage, and other covert activities in the hands of Starffeet intelligence. This remains a source of some discomfort for Starffeet as a whole; Starffeet's primary scientific goal has obvious intelligence applications and the meshing of intelligence and detense responsibilities to the same agency can accasionally cause interdepartmental friction. Starffeet understandably profess to emphasize its open actions for science and defense—but when the safety of the Sederation requires some cloaking device and-dagger and, they do their duty as they have always done melligence missions include.

#### Shirration

An ambitration mission calls on Starfleet personnel to covertly or under false pretentes, enter a dangerous a interdicted location pertiam some action, and exfiltate or escape, Ideally unanticed by the opposition. Taptain Kirk's 2268 mission to closs into the Romulan Apparal Zone, shall a cloaking device, and return with this a classic indiffration mission.

Performing an infiltration mission requires a solid plan—and inspired improvisation when it falls apart, its diplomatic missions with which they have some surprising communations, keeping mission goals in mind and not becoming distracted by personalities are the key to limiting complications in an infiltration mission. Often, infiltration missions are classic force multiplier situations where a single landing party does more good than a whole starship crew. Since you don't





always have access to some whole starship this is a continuing thought

#### Assessment

By contrast, an assessment mission is one of which starthard totalligence suspects amorthung as up but closes to know where to get or what to do school and get time. Assessment missions, generally, start walls an anomaly to sanished organity remains of colorage a publical shakeup—that tempores expert analysis by Starffeet personnel can be insteaded under the cases of another mission, such as a country or application to another mission, such as a country or application to disappearance of Ambassache Speak in Komalas in 1968 epitomary the assessment op.

Where teletration improve resemble deposition inscious, assessment these one exemble assessment the second constraints. The key is data and checking o to assembless patterns. Always have been bracken plans for a function the object to while yearship to ready to be account to the Alter all Stripped intelligence confident send you to theck thengs out if the situation was normal.

#### Countering ligence

A congeteric telligence mission is one that this art an intelligence or inditary internet by a foreign power of internal radic a group. Starther officers usually standal morthese missions while pursoing other goals, with well often an assessment mission becomes a counterntelligence up hallway through Captain Pleafit's discovery of the Volcan Isolationst Movement's attempted activation of the Store of Cail in 2370 triggered a paradigmatic counterintelligence mission.

#### THE STARFLEET INTELLIGENCE SERIES.

Herrijars may want to a constitue plong of intelligence common interfer of intelligence common plong of intelligence common place of a facilities of intelligence constitues of a facilities of intelligence constitues of intelligence const

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or many of the block of the acceptant of the holding of process of the services of the service

Starker Command knew about the situation, it starker Command knew about the situation, they would already have sent simuratic else to deal with do specify and complexity, they re-emble emergency missions that a solution they often times become latting missions. With quanterintelligence missions, decreased correct use or force is often your unity option, better to stop the plot early than wait too long and discover that you no longer can.

#### STARFLEET UNIFORMS

startbeet's first underness created before the federation for Earth's space exploration service began with the practical tradition or the astronaut's jumpoint. On early spacecraft, a jumpoint and sealed before would serve to keep creak men alive it are less threatened the slipt this design conservation carried over well past the erascless single nucropium times could evaluate a slipt sur sorids.

With the frameling of the bederation Startbert duty sources is badged to a different time and trousers model although technicans stayed in the condectable jumpoints, but a concentitary organization Startbert orations have shown general continuity although anticidual officers and dops have plapted canonic latigues inchess implication, and office styles for maximum confort and office styles for maximum confort and office styles for maximum confort and officers, and

#### Uniforms in Transmon

With the introduction of cheap, reliable readmation reclamdogs. Stanfert sumoron were through a period of repeated re-design leight ung in 226t. This anabout which onlike other Startleet unstorms before or some differentiated between oads and ternalis resences was comfortable and efficient and proved very popular with Startleet personnel In 2 120 Startleet eignfartzerl the foreyorse ",introducing tristignia as somethind throughout the there and redesigned automic on the finterprise and at Standeel Command to indicate the new status of the stop. The pastel blue and gray function in the Energy a duting Captain Kirk's second fixe year misston deser caught on obsessions of the fleet se Startleyr Command redesigned the unitern again in 2275, between to the 2266 model changing the color scheme slightly, and adding a crimson jacket for all branches of Startbook.



Rechnical Uniform All Brianchip c. 海道-四段



Maid and Duty Uniform
All Amendman
c. (1988-1986)



Outy Uniform
Male Command Branch



Oress Uniform

Main Command Branchi

c. 2652-2275





Duty Unitorn Female Science Breach e. 262-2265



Richitian's Jumpsul Unisex Rightening Article c. 2862-2270



Field Jadon; Male Science Brench c 2162-2265



Duty Veiform Female Businessing Breisel c 2006-2070



Casual Uniform Male Democrat Branch v. 2245-2270



Duty Uniform Minin/School Review c. 2265-2270





Maricul Office's Balks and Salary



Duty Uniform III Branches c. 2275-235



Hutu Uniform Science Branci c 2275-2331



Find Jacket



Duty Uniform



Field Jacket All-Brysnalau c. 2200-2380





Field Operations Uniform



Duty Uniform Minings Chandle c. (2001-2005)



Duby Uniform Leasthing Break c. 2365-2368



Duty Uniform Colonied Bridge C. (1966-296R)



Admiral's Uniform



Duly Uniform
Little Boys
Littl







Drung Uniform Communi Broad & 2969-



Draws Uniform Spinnend Granch c. 2369-



Officers Vent



Admirate Uniform Continue Record 4, 2375-



Outy Uniform Colombia (Colombia c. 20075-



Academy Cadet Jumpsuit

CHAPTER ONE

1%

0

This unitorm lasted through the end of the Klingon cold war and into the new era of cooperation and exploration in the early 24th century. Only after the fleet reorganization by Admiral Taneko in 2350 (see page 76) did the unitorms change again. The field operation" uniform, a tatigue uniform; for ground-based personnel remained the same until the Dominion War L Duty uniforms returned to the three branch colors, reversing engineering and security most called operations with command and the general "lumpsuit" look from Startleet's earliest days returned as well Slight design variations again crepor between slins, issue years, tabreation plants and arming Starffeet's highly independent and pullyada, cetta ess

#### Warting Uniforms

the Duminion Wat, and as economies in design and materials larged the uniform changes of 2173. All unitorns regardless of team h ne service used a black and grey riversint with a beamch color light shirt visible ends sit the threat. During the struggle against the Duminion Starfleet afferers but more important things to worry about than tweaking our tion aesthetics, and even with the Cardasslans and triumbers deteat ed. Startleet resources will probalify you to other more critical areas. trializational femalities of posts and personnel will likely return to let ting their personal taste influence their uniform choices as they rebuild and return to peaceful soentain and explanatory duties.

#### PROCEDURES

Three different disciplinate (procedures apply to officenses by Starffeet personnel. The more senous the offense, the more torbidding and formal the disciplinary procedure

#### Command Discipline

Any non-senior officer can be directly described to his commander. Department heads may use command discipling with their subordinates. Most command discighne takes the form M a repomand, a verhal dressing slower during which the intender stands at attention. Reprimands remove 2. points of Renown from an officer, since they appear in his record More serious reprimands oclodeconfinement to quarters the 24 or 48 hours, and some result in elemetron, the loss of rank A demotion subtracts the character's rounce Promotion value from his Removing along with the faise 2 point loss for any reprimand Extremely verious offenses canresult or ling nove, but intendestates of emergeous must such cases requee a board of impury.

#### Board of Inquiry

A beaut of inggio, is a panel of Groking omeers resoully the ship or base's command state who sit inpulgement of senous, but noncommad offenses. They may acquit the defendant or subject him to any sanction which does not degrive him of his liberty including a disbonorable discharge from Starffeet by adoleson to these same. tions, they may esser a non-bindong recommendation that the defendant's commanding officer sentence bitt to a littlet star in the brig + onvicted detendants lose half their kenneen impumion of 2 pennts along with any other same limis or game clieds.

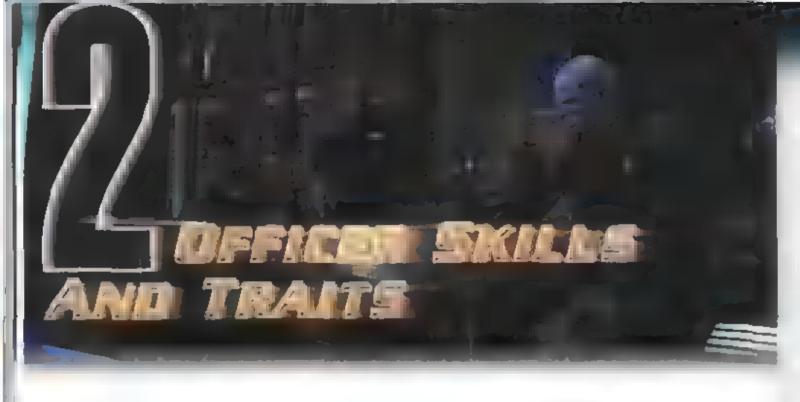
Any charge against a senior, commanding, or flag otherr is referred to a hoard of inquiry. If the board determines that the charge is unworths of consideration or tacks.

sufficient evidence, it dismisses the case without hearing witnesses. This happens more riften than not. If the board decides that the offense is criminal in nature, it refers the case #8 a court martial.

#### Court Martial

Court martials are formal trials, with Starfleet judges to minimum of three of captain's rank or higher- prosecutors, and detense atterness Rigorous standards of eyldence apply. The defendant is presumed innocent until proven guilty and afforded due piocess at law. Guilly verdicts can result in anything from demotion to dishonorable discharge to penal colony time to death the violating Ceneral cauter Severi ordy). Louid manuals or serious officers are exceedingly rare the first court martial of a serving captain occurred in 2267. sylven Captain James T Kirk was toest for causing the ileath of Lientenant Commander Ben Finney Courts marital do not attest Remove, but they do after its nature - a caption once renowned tor sport and bravery will be renowned for treasure or murdet after his court





alkey to Startleet's grecord of success. peace Fand oxploration is its ufficers, However, what makes a Starffest rifficer the best in the galaxy is his skills-the intensive launting and inmate talents that can the difference ndsah between life and death for gathe planets Every Stuffeet officer uses her skills to the utroust, getting every edge and every advantage possible out of her already compressionsive battery of fallence

## SKILLS REVISITED

This chapter gives more specifresponse additional sample special ties, and fuller calibration for some of the core skills from the Star Inch RPC. Player Cambe, as well as some key traits fied to skill toyok that can add new capability ties for those who master the required disciplines.

#### ADMINISTRATION

Commune officets, department heads in all branches, use Admortstration to manage there responsibilities and to operare within the larger Eureaucracy. of Startley. The larger the effect or Influence of the test, the more dilhoult it is to manage without deadlock, misunderstanding, or inethoretics.

> Sparet (TN 5): Administering the crew of a small ship or a small trans runder 20 indisconts).

> ROUTINE (TN 10): Ailministering the crew or a nordoun stop, or a department on a larger ship (20) 300) individuals).

CHALLENGING (TN 15): Administering a capital ship, flag ship, or starbase (301-5,000) indexadostas.

DIFFICULT (TN 20): Administrating a fleet or major Starfleet office. (5,001) - 20,000 Find widuals).

VIRTUALLY IMPOSSIBLE (TN 25): Administering Startleyt or ansinterplanetacy or planetary bureaucracy. Almost all such tooks become extended tests. almost by detault.

ADDITIONAL MODIFICAS: Ellicient Startleet computer systems make administering a starship or starbase easier, Administration skill tests dealine with a starship or starbase take I to the TN for every class level of the operations system. twee Star Irek RPC, Narrateu & Cauche page 138) of that ship or base; for example, a Startleet captain using a Class 4 operations system to runher ship makes her Administration tests for shipboard matters at -4 to IN. Administration skill tests gainthe same bunuses from the Proportion orige as social skill tests.

APPINITIES: Gains a - Lattinlty bridge from Law skills with the same or similar specialtles: For example, Administration (Starship). gains the bonus from Law (Startleet) when used on Startleet vessels. Operations managers also administrate shiphoard issues as a matter of course: Administration gams a +1 allimity bemus from System Operation (Mission Ops).



BUREAUCRATIC PRESSURE. Often members of a bureaucracy exert pressure through the system to achieve their ands-a more glamorous assignment, a coveted fleet promotion, the right to divert from a mission tor a sudden emergency, the exposure is a conspiracy or the deteat of a dangerous scheme. Such pressure is often opposed by the current holder in the assignment, rival for promotion, some narrow-minded under-secretary, and so torth, who applies his own pressure to resist your aims. This can be resolved as an opposed Administration test against your opponent For tests against nuthing but the mertia of an established hureaucraes, use the TNs above based on the size of the impact you are frying in achieve if any are trying to divert one medium ship, the TN in such a tem in 10; if you are trying to change Starffeet policy for all ships, the TN is 25.

#### ARMED COMBAT

You may pick one of the fairly broad individual skills in This skill group given on page 109 of the Star Trek RPC Player's Guide Simple Traditional Klingon Weapons, etc.; or a skill representing a special school of armed combat. Many special school skills allow access to "key traits," which are special traits leved to special skill levels as a presequisite some key traits require the poor selection of other key traits. Unless specifically noted you may not use two key traits not the same attack 165t. Key traits cost two advancement picks each, just like regular traits.

Each special school grants breat turnsharity with at least one broad class we weapon, a character with fencing can pick up and use any sword rom a Scottish claymore to a Kingon mek leti: However only the specialty weapon or weapons of the school imarked with an asterisk can be used with its bestraits. Thus, a character with three skill levels of Imbolivish would write Anbolivish Stan - J on his character sheet, and would gain the specialty bonus using a statil He would have the same effective skill rank with any club as a character with Simple Armeit Combat - 3

#### Anbo-jyrsu

The blind Centauran gymnast Kathar Eltrin ovented this specialized school or statistighting in 2168 were mains more popular on Alpha Fentauri as a performance art rather than a martial art but Centaurans in Starffeel have returned it with entirent roots. Anhopytesi stresses kinesthetics, balance, and oven senses. Weapons: "Staff club, lima made, stunned.

#### JYTSU SENSE

You channel the input of your senses more rully into your strikes, and act fluidly upon the many subtle-coes of sound and motion you receives.

Prenequisite: -Inbo-jytsu +2

Effects: Your Anbo-jytsu skill gains a +1 aminin

bonus from your Observe distert skill. This key trait may be used with other Anbo-jytsu tests.

UPGRADE: You may substitute your Observe (Listen) skill level for your Quickness reaction level in tests a determine initiative of surprise.

#### ANBO DUR

The most common move in Anbo-jytsu, a sweeping flow brought between the attacker's legs for maximum interference with movement.

#### PREREQUISITE: Anbo-jytsu +4

Effects: A successful staff blow does damage as normal then throws your attacker to the ground. He sufters all penalties in being prone until he uses one action to get up.

**DEGRADE** in addition to the above, a successful staff blow numbs your caponent's leg; he may not add his Agosty bonus it any to any combat test until healed.

#### PRANKA JYTSL

sciously translate the audible signal into reflexive mustile school

#### PREREQUISITE: Intsu Sense. Anthony(50 +6)

EFFECTS: You may substitute your Observe (Listent skill level for your Agility bonus to determining your Detense rating.)

#### ANDO CHOHR

Itstening wo your opponent's breathing, you can and his most vulnerable spot for a debilitating blow.

#### PREREQUISITE: IVISU Sense. - III

Briefs: Double your damage from a successful

#### Chake Hramdal

The blooch direct art of fighting with the massive Ancierian dagger the chaka (see box), has over 800 different substyles. Most Andorian duels are resolved by these brandal contests; thanks to this art's emphasis on deadly strikes duels to first blood often turn out to be dues to the death WEAPONS: "Chaka d'k tahg, knife.

#### CHAKA

SPECIFICATIONS IS IT long 75 or from title to him.

ESCRIPTION the Autorisation to be a fraction by twight and size recombles their corthonormal by twight and size recombles their corthonormal fractions of their cortical fractions for the second fraction from the first was an appropriate fraction of the half the second fraction for the different was its second form the first second form the half the second form the first s

PARRY MODIFIER



JENAC

This is a rapid, deep thrust with the torward blade intended to end the combat in a hurry.

PREREQUISITE: Chaka Heamdal >2

**EFFECTS:** A successful penal thrust does -1 to -6 damage, but lowers your Defense by the same amount for the next round

ASHRAND

The "eyeblink counter strike" uses your opponent's own strike as the springboard for a sudden peace strike

PRIREQUISITE: Chaka Heanidal +5. Junite.

strike, you may immediately make a person strike of your own at a +1 bonus to skill. This will cost 1 action from your pext round.

UPGRADE: This strike new costs no actions KELTRATH

This is a direct, stabbing blow downware with one of the chaka-side blades. Difficult to execute it is even more difficult to block

Pasketpunerie: I feaka I feamedal + 4.

FFECIS: By taking a penalty between 1 and 3 to your altack skill test, you can torce your opponent to take a 2 to 6 penalty respectively to his attempt to block, parry, or analye the kalmata attack for example if you take a 2 attack test penalty, your opponent must take a 4 penalty to his dodge attempt

UPSTADE A successful kelijath alsa k does +2 damage. Shestaat

the "sunose slash" is intended to cut your foe with all three blades of the chaka or a sweep

PRIREQUISITE: Chaka Fliamulal +6

the second blade, it successful attack test, roll again to the second blade, it successful, analog a third attack test for the total blade. A successful dodge ends the storage but not a successful party, an appointed on party the first blade and its bit by the next two it the ford blade bits, it only does half damage. Using the dientaal takes only one action, regardless of box many blass, but

UPGRADE: Three upgrades are possible in order. Upgrade 1. A successful dudge no longer ends the sheshad attack. Upgrade 2 the third blade does full damage or ribus, Upgrade 1 hou may strike more than one opponent with a single shestaal attack.

SHEE KOLNAT

A brutal move practices primarily by members of Keth Pitell, the Andorian medical claim it is considered a "mercy strike" in traditionalist Andorian circles

Pittinguistre: Chaka Hiamdal +8. Medicine +3 or First Aid +5. A specialty in Andorian medicine or Andurian anatomy lowers the needed skill levels to Medicine +1 or First Aid +3.

EFFECTS: A successful attack does halt damage, but severs your opponent's arm our other striker tendon rendering the limb useless unable to hold a weapon much less strike with one; ontil healed



#### Fencing

A martial art that emerged in Enth's European conlinear during the 15th centurs, tending encompassed many different styles of swords and swordplay. After 1800 primardy a sport complete with masks, safety cultures, and blood weapons, the Klingon crises of the mid-2 trd century caused a tenewerl vogue for serious combat tending among Starllord officers. Weapons: "Sword mek leth, isome Narrators may wish to create individual sword specialities and statistics; combat tending weapons include the rapier, epec, and saher.)

LUNGS

Stepping forward, you thrust the point of your weapon into your apponent

Parklapoisme: Lensing +2

**Effects:** Soo may futige from hetween 1 and 1 curtos away. A successful lunge cares 4.5 damage, you can neither dialge not party as your high action.

**UPGRADE:** The "rleng longe" or "hallestra" allows you to add a c1 annay bonus to lunges from Athletics (lump).

A term or taked attack, ideally tools your opposed ento-defending against a nonconstent blow, thus openorg fain up to your real attack.

PRERIQUENTE: Tenting +4

EFFC1s: Roll 1d6 and subtract your opporent's Opporent's Opporent's Subtract the result from your opponents Defense during your next attack test. A tent, like a real stack takes 1 combat action.

POTADE Your rend result has a minimum of 1; even a sour opponents Perception modifier is +6 or higher. For each further apgrade, your minimum ferm result excesses by 1, You may apgrade front up to three times.

CORPS-A-CORPS

By binding your opponent's blade, you keep your opponent to close (point-blank combat range yet unable Rouse his weapon.)

PREREQUISITE: Tending +4

Efficiency A successful corps-à-corps attack penalizes your opponents parry test of any by the amount of your Aguity bonus. For example, it Louis 1+3 Aguity modifiers succeeds in a corps-a-corps against Kang,

20



Kang's attempt to party that corps-a-corps = at -3. In Kang attempted to dodge, he would have no penalty. An unsuccessful party for no detensive response whatsoever) binds your opponents blade. Once bound, your opponent can only tree his weapon by succeeding in a Strength attribute test which takes I action opposed by your initial corps-a-corps attack test result. You may free his (and hence your) weapon at any time.

**UPGRADE:** You may disarm your opponent by defeating him in an opposed Strength attribute test. Every failed attempt by your opponent to tree his weapon adds and bonus to your test result to disarm.

RIPOSTE

You turn your parry into an opening to strike at your opponent

Prenequisite: femoung +6

Effects: After successfully pareying your opposites blow your next attack gains a +2 bonus to your Fencing skill test; also it you do not already have the initiative, you gain it for the next round.

UPGRADE: Your riposte bonus increases to +4.

SENTIMENT DE FER

You leave your blade constantly in contact with your opponents weapon, in order to feel his moves and intentions ahead of time.

PREREQUISITE: FERGINE + h

Effects: Following a successful attack or party you have a ±3 test result bonus to all further attacks or parties against that opponent with this weapon, including the use or other key traits. This lasts until the end or the combat, until you retreat or dodge, or until be successfully dodges your attack.

Upgrade: Your bonus from sentiment de ter increases to +4.

#### ATHLETICS

In addition to Climb Jump Ride and Swam there are two other specialties at the Athletics skill that may come in handy

Escape Artist

This specially covers pulling or wriggling loose from ropes, vines, large manacles, etc. Picking an archaic lock such as those an 20th-century police handcuffs, is a Sleight of Hand -Lockpacking; skill test. This specially is based on Agility rather than intength unless the Narrator rules that a brute roice "pulling apart" is the only way to loosen a given set of bonds. Make Athletic: -Escape Artist; skill tests against a TN dependent on the material.

SIMPLE (TN 5); Vines or other loose, wet strands.

Routine (TN 10): Belts, curtain sashes, or other adhor, bonds.

CHALLENGING (TN 15): Ropes, tentacles.

Difficult (IN 20): Thick cables or chains: large manacles.

VIRTUALLY IMPOSSIBLE (TN 251: Wire, shrunken rawhide, tormed plastic "cuffs."

ADDITIONAL MODIFIERS: Coverily attempting an Athletics (Escape Artist) skill test while being watched by guards adds at least +5, and possibly the guard's Perception modifier as well to the TN.

AFFINITIES: Escape Artist attempts against large, whole-body bonds gain a +1 affinity bonus from Gymnastics. Attempts to unite only wrists or hands gair a +1 affinity bonus from Sleight of Hand.

ACTION TIME-Variable minutes to hours, averaging around TNX5 minutes.

EXTENDED TEST Yes, at the Narrator's discretion.

#### T brow

his specially of Albletics covers throwing for accuracy, speed, and distance. You may substitute Athletics Throw- for Archaic Ranged Weapons tests to throw large or easity-thrown weapons such as spears and boomerangs. Specialized throwing weapons such as daggers, tomahawks, kligats, and so forth still require Archaic Ranged Weapons, although that skill will take a +1 attenty bonus from Athletics Throw). Athletics Throw tests also govern throwing items such as overloading phasers, photon grenades see page 73), or Basks of explosive. The Affiletics (Throw) test TN is usually set life range. Thrown weapons will have established range increments: the distances given here are tor a roughly streamlined non-weapon object about the size and mass of a football. The Narrator may vary these numbers depending on the object to be thrown.

Simple (TN 3): Point blank Within 10 meters

ROUTINE (TN 10): Shurt range, Within 30 meters.

CHALLENGING (TN 13): Medium range, Within 60 mieters.

Demout (TN 20): Long range, Within 100 meters.

Vittuativ barossaur (TN 25): Extended range. Over

Range increments increase by +1 for every +1 to the thrower's Str modifier. Throwing a weapon at a person however, remains a test against the target's Octobe, modified by range as normal.







Appropriate Modelers: Pinpoint targeting thirting a target less than one-tenth the size of the range to target will add at least +5 to TN. For example, to sing a plasma hottle 60 meters to strike a numeter wide evolution and the target is a moroial. Challenging 'TN 15) test 1) the computer is a moroial. Challenging 'TN 15) test 1) the computer is only 1 meter wide, the TN becomes 20 if the computer is only 1 meter wide, the TN becomes 25. If you are throwing an item to be caught, you may total the Athletics (frow) as a combined test with the catcher's Athletics dump) still. Catching a thrown item to intended for you is an Athletics (hour) lest.

AFFINITIES Affiletics Thrown tests take a 2 atmiity bonus identities the normal bonus from applicable. Sport specialities such as Baseball, Cricker, and so both

#### ENGINEERING

this clarities and spells out the meanings of the test moddlers on page 101 of the Star Inst. RPC. Player & Cando for Engineering and Repair physical skill tests "Adequately equipped" (+0 1N) means the finds and equipment onbeard a sayship. The docking ports of any starbase, or the exchan orbital facilities. around a world with the since tech Level as the starship are 'well equipped' 1-5 IN: Only Spacedocktype full bays ough as those in sorce or bule space stations), and Startleet orbital or space lacilities count as "resupposed with advances/precision book" i- 10, 1Nr. for the purposes of making Toppenering (or Report) tests on a Starffeet vessel. The tech beset of the equipment available also after bitte. IN or the task, "subjeton tools? in a FNs is generally one [1] ahead, the equivalent of a 2 Ind-century engineer using 2 tile-century tools to repair breship. More than one Healiead usually causes too many problems with basic conceptual. familiarly to gain any advantage and a system foradvanced may actually make things harder against finals rate 11 more primative flato the engager is used. to on than the starship weeds count as imperior tools." () 5 1Nr. / TI's more primitive becomes "makeshift." punks's 40 INL An officer allempting to transform as 14. 8 Incorder into a temporal viewing device using 1930s (11-5) technology might as well by "totallyunequipped" (4.13) IN), or using stone larkes and RESIDENCIES.

#### INQUIRE

citien, investigators need to follow a suspected pirate, smuggler of spy from place to place of even from planet to planet without actually being able to physically shadow from with the Stealth (Shadow) specialty. This is where the Trail specialty of Inquire comes in, Inquire climit allows you to follow a subject's trail trons place to place by picking up rumors, cherking spaceports or orbital logs, and so forth. You can make inquire (Trail) an opposed test against the subject's Streetwise. Specialic World, or Impersonate skill depend

tog on which tactic he is using to exade you. (Trailing a subject across an uninhabited world by through a wilderness area is an Observe (Track) test.) The Narrator may wish to focus on a given element of the trail, requiring other impore. Investigate, or Spot tests rather than subsuming everything into a single inquire (Trail) test. Alternately, you can use the FNs below:

SMPC (TN 5): Trailing an obvious or oblivious target such as an absent-minded astrophysicist or a Kingon on Ferenginar.

ROUBAR (TN 10): Trailing a low-ranking enminal or a government official such as a diplomar.

CHALLENGING (TN 15): featling an obscure individtial, or a pulitary or Startleet officer aware of followers.

Diffrest (TN 20): Trailing a dangerous wanted cilminal or smuggles.

VINTUALCY IMPOSSIBLE (TN 25): Iralling a secret agent

Admitional Modifiers: In general, trailing a subject interior planet aids ±5 TN per planet. Also, the store of the subject's lead with aniest the difficulty; a svices shead is ±5 TN, a month's lead is ±10 TN, and a pract's lead is ±10 TN.

Afternities Inquire (traditiests can get a 11 affinctive from the Investigate (Deducet skill, and Iron-Streetwise and Specific World skills where relevant.)

As rion, Time: Making an Inquire Challi feet vestallly takes at legist a day.

EXTENDED TEST YES

#### MEDICINE

Although Medicine is an acaderon skill, it dike First Add Is also affected by the equipment modifiers on on page 101 or the Star field RPC Player's Grade. Field medicine with a complete medikit available is "adequately equipped" (10 fNt Surgery in a starship slekbay is "well equipped" (-5 tNt, and surgery in a major hospital slipp, medical starbase, or research hospital on a technically advanced planet is the equivalent of "advanced or precision tools" (10 fNt. Medical feels Level also after the skill tests: "superior tools" (-7 TNt is generally one 11 abead; the equivalent of a 2 frd-cen-





tury doctor using 24th-century instruments to diagnose, freat, or operate on a parient. More than one TL ahead usually causes too many problems with basic conceptual ramilianty to gair any advantage and a system two advanced may actually make thing; harder again.: Medical technology one TL more primative than the doctor is used to counts as "interior tools" i=5 TN 2=3 TLs more primitive becomes "makeshif" tools" (+10 TN); 4 or more TLs behind and the medical instruments are valueless, leaving the surgeon "totally unequipped" i+15 TN.

#### PHYSICAL SCIENCE

Physical Science (Mathematics) is the key discipline or cryptography, the field or making and breaking codes, this differs from encrypting or decrypting computer recards specifically, which is a Computer Use (Encryption) test. Most encrypted communicahors in Starrleet pass through the computer system where extremely secure programs do the actual encrypting or decrypting before passing the clear fext on to the communications officer. Using these programs can be a System Operation (Communications). Computer Use (Encryption) or Physical Sciences :Mathematics test However, many Priority One messages must be decoded by the communications officer or command statt without using the ship's dedicated computer system, for additional security. Other times, existing Starfleet computer protocols are useless, such as when decrypting Romulan coded messages, or encoding covers raday transmissions on a grandive planet. For such tasks, use a difficulty based on the code's sophistication and mathematical complexity. as follows:

SIMPLE (EN 3): Standard substitution ciphers (Morse code), well-known "book a idea." These codes generally appear in Tech Level 3.

ROUTINE (TN 10): Complex substitution ciphers detailed telegraphic and book codes. These codes generally appear at Eech Level 3.

CHALLENGISC (TN 15): Camputationally-created codes, such as the 20th-centum Enigma and Ultra codes; basic one-time pad systems. These codes generally appear by Tech Level 5.

Director (TN 20): Complex multivariable codes, advanced one time pad systems. These codes generally appear by Tech Level in most standard Federation. Klingon, and Ferengi traffic appears in these codes.

Virtually Impossible (TM 25): Massively multilaver codes, linguistic-bank-driven one-time part systems. These codes appear by Tech Level 6. Military transmissions. Startleet detense signals and most Romulan and Carriassian traffic, use these codes.

ADDITIONAL MODIFIERS The longer the text sent in a single mape, the easier a isto break. A single mes-



sage might add +3 to +5 to the TN, reams of logistical data would lower the TN by up to -6. If the decoder knows the subject matter it, for instance, it refers to specific stips or star names known to the decoder, this also lowers the TN by -1 for every solidly known reference.

AFFINITIES. Skill in the original language of the clear test. Romotan language skill for a Romulan code, for example, and Computer Use Encryption: both add ~1 attoribes to Physical Science (Mathematics) rolls to decode a message.

ACTION TIME Variable hours for a single message; TL 5 or higher codes may require weeks or monos with equivalent-level computers to break. However, computers from a higher TL than the code can usually break them is minutes with a Computer Use Encryption test at 5 TN per TL level difference.

EXTENDED TEST YES

#### BANGED COMBAT

#### Energy Weapons

The totlowing key traits are field to the Energy Weapons skill in the Ranged Combai skill group. At the Narrator's discretion, all of them can apply to the Projectile Weapons skill in that skill group as well; however they must be taken separately. In other words, a security officer with the Courhe Drop key trait for her Energy Weapons skill would have to pick it again it she wanted to be able to use her antique. 45 caldier pistol to Get the Drop on an alien low-life.

#### COVERING FIRE

Covering tire is a pattern of weapons fire intended to keep enemies out of a given area, or to prevent enemies from emerging from cover.

PREREQUISITE: Energy Weapons + 1

Effects: You define an empty cone (a documay, the open air above on enemy position, the clear space between you, etc., with a 30 degree are and tire into a repeatedly, against a TN of 10 plus or minus any range or other applicable modifiers. Empty space gets no 'cover' modifier, or course, even if you are using covering fire to prevent an enemy from leaving cover.





For each 10 degrees of an covered, you must fire once every round and expend the needed charges; a 30-degree cone of Light Stup covering fire expends. 3 charges per round, for example, while a 60-degree cone of Fleavy Stup covering fire expends. 35 charges per found. If you succeed in your Energy Weapons test to establish the covering tire come any enemy entering that cone finefulding partially leaving cover to their will be but by time short, and sustain damage as normal. You may maintain covering fire without making further combat tests as long as you have sufficient charges left in your weapon. Opponents can dudge covering fire at ~\$ no their Quickness test 1.10 if the covering fire test was an extraordinary success).

**Cecanot:** For each level of apprade you may expand the degrees of an of a Covering line cone by 15 mon-degrees, to a maximum of 40.

DOUBLE FIRE

The trigger mechanisms of phasers and other emergy weapons generally require firm pressure to activate skilled phaser users, however, have learned firm to adouble tap? the trigger to the two shots in the time one would normally take, or the cost of some accuracy

Pupiequisite: Energy Weapons 15

Efficies You can use a single Energy Weapons test to the two shots in one combat action with any weapon in which you have a specially You make that ust a CETN, and both shots must be bred at the same target. Double for can only be used with the standard bears setting.

Unitable You may use double line on two sugers within 3 meters at each other.

GET THE ORDE

Startlest offices are trained in nonviolent combet resolution. Often the easiest way to get alceneiny talkling however, is to hold a phaser on film.

PREHEQUISITE: Energy Weapons + 4 or Quick Draw.

Errrers: You ifraw and level your weapon at your opporent taking I action, unless you possess the Quick Draw edges, and without trong make-an immediate Energy Weapon combat lest to tree action as it you were shooting birn. It your test succeeds, you have the grop on your target, who will likely realize the situation, and hopefully react repsonably, you keep the dropran him veril you either the for real, make another attack, dodge, or otherwise divert your attention. (Walking a tely paces, pulling out a communicator, etc. are allowable actions while keeping the drop on someone. It you keep the drop on a target for 1 round, you can then fire at him at any time as a free action. using the result of your Energy Weapon test. If you are distracted briefly (a load noise, a flashing light), your opponent may attempt to clodge out of the drop, but must subtract your Perception modifier from his dodge test result.

#### SNAP SHOT

A snap shot is a sudden shot from behind coverwithout exposing yourself to enemy fire. Only voterars of long training or combat can easily summon the fluid grace, quick reflexes, and calm needed for even partially are orate snap shooting.

Printquistic Energy Weapons +4

Effects: You may fire from behind total cover without exposing yourself long enough for an enough to fire at you. This is a normal Energy Weapon test at 1-5 TN, and takes ordy 1 combat action. You cannot combine aiming with a snap shot. Making a snap shot into covering fire is at 48 TN.

To hit an enemy who is using strip shots, you must spend 1 round airning at where the snap shooter is likely to pop up. Dollke normal airning, this airo perfort does not lower the 1N of the shot. Here, you must deteat the snap shooter in an opposed Quickness reaction test to successfully target and tree at him, other wase, you waste a shot into his cover.

Urgraue: Snap shots are now made at +3 EN, and snap shots into covering the are at +5 EN.

#### Heavy Waspors

This skill in the Ranged Combat skill group covers the use of artiflery from photon mintars to computer controlled phaser howevers. Most Starffeet heavy weapons deployed onto plagets have conventional shiphoard-style control screens, allowing them to be fired with a System Operation (Weaponst or Flactical skill test with a System Operation (Weaponst or Flactical skill test with at most a Fig. 18 modifier for unbandiants; Starffeet has many more tactical rife erythan antilensts on any given ship. However, specific Heavy Weapons skills have proven useful from break-bre combats against Natismaan printes to the Dominion War, and some weapons officers cross-train to them against just such eventualities, Samper Secriptions: Photon Moriar, Phaser Capnon, Ballistic Missile Launcher.

#### SPACE SCIENCE

Space Science (Astrogation) is the specialty that covers plotting a course through interstellar space. This differs from System Operation (Flight Control), which involves steering the ship, taking existing action, and so torth, although (light control officers can use automated systems in the countrol officers can use automated systems in the countrol belief to plot a course if need he tat difficulty levels +5 TN higher than using Space Science (Astrogation)). Thanks to Starfleet's excellent system of star charts, inertial navigation beacons and buoys, chronometric relays and subspace radio transmitters, using the (light control station for astrogation is fairly simple. However, there's often no substitute for doing it your self. The difficulty depends on the availability and type of "landmarks" in detection range.



SMPLE (TN 3): Full array of Startless markers and bodys, "normal space." Laying in almost ony course inside Federation space requires only a simple test.

ROUTINE (TN 10): Bright stars in known space (Rigel, Archanis, Canopus) detectable. This is the general situation on the riminard halves of the Alpha and Beta Quadrants, although the rar edges of both might be considered "unmapped" as below.

CHALLENGING (TN 15): An unmapped stretch of space: within an obscoring nebula dark-matter region or plasma nebt. This is separate from any actual sensor degradation see Ship Hazards on pages 230–233 of the Star Irel RPC. Narrator's Courte.

DIRECULI (TN 20): Pholiai interphase tolded subspace wormhide space

Vortratty Isocostur (TN 25): Onlyide the Calaxychaotic space thirdic space, in another dimensionentirely

this is the difficulty to this your current location. In plot a course between paints, you use the more difficult end of the pairties as the Till Plotting a course from Earth to the Undate interphase is a TS. 20 task; so exploiting a course from the Thoban interphase to Earth.

AFFINITIES System Operation - Flight Control and Space Science - Stellar Carlography provide a - 1 affinity homes hi Space Science - Astrogation fosts

ACTION TIME Variable minutes EXTENDED TESTS YES

#### SUBVIVAL

This skill includes land or water navigation such as orienteering, compass-and-map course plotting, and navigating by the stars. The difficulty of a Social test for mangation depends on the amount of distance to rover

States (IN 5): III lolometers or tess

ROUTINE (TN 10): 11 Tott alameters

CHALLENGING, (TN 15): 101-1,000 kilometers

Difficult (18 20): 1.000 0.000 kilometers

VIRTUACY IMPOSSIBLE (TN 25); Planelars corcomnavivations to but kilometers or more

ADDITIONAL Modifiers Basic standard-associal corders and \$5 to Survival \$11 tests for navigation, tracorders pre-programmed with a complete planetary database for the world on which some are navigating add \$10 to Survival skill. A compass and sextant coons as "adequate" tools \$80 FM, Survival skill includes means of manufacturing or jury-ngging these tools. Weather and visibility may affect mavigation firsts.

AFFINITY Space Science Astrogation or Stellar Cartography) grants a +1 altinity to Survival tests to dayagate by the stars.

ACTION TIME: Ideally, you correct course every night: shooting the stars takes variable minutes depending on weather and light conditions.

EXTENDED TEST: Yes

#### SYSTEM OPERATION

This skill is perhaps the single most important skill tor any Startleet officer. With it, every system on a star-ship is open to you; without it, you might as well be ily ing an old-style atomic DY-10D sleeper ship. The many specialties or the 59stem Operation skill allow officers to peration a lot of different tasks.

Many System Operations specialties overlap each others' tunctions. Determining which specialty is the precisely correct one for a given lask is up to your Narrator However given the reality both of redundant systems design and rigorous cross-haming, the difference between System Operation (factual, and System Operation Weapons, should not be too great, especraffy somer the presence or absence of any given specialty is unity a matter of 12 to a skill to begin with. Closely allied specialities such as Musion Ops and Operations Manager Deflector (which covers both the factoral and paggatopial deflectors) and Shields which only covers the factional deflection, faction and Wisapons Environmental Control and Life Support, and so torth should all be considered to grant attraces. or to be performed at +1 rather than no bunus for example ranging an internal security scarcis a System. Operation. Security) test, but a factural officer with System Operation (factical) should be able to take a -c lto skill.

#### System Operation (Communications)

this specially allows triangulation of incoming missages to determine the distance and direction of the sender, the difficulty depends on the clarity and strength of the message.

Some OFM 51: Polsac or mavigational losación

Republic (IN 10): Standard class communication

CHAMINGING (TN 15): Coded or scrambled trans-

Director (TN 20): light-beam or burst transmission.

Virtually impossible (TN 25): Preprint transmission bounced of redrecting object.

this test is also possible with System Operation chemistry at \$\pi \5 \text{IN}\$ using the electromagnetic sensors to defect the meaning signal. Picking a given signal rac of heavy background those will add to the TN a swild's worth of communications interference adds \$\pi \\$ to the TN, clusters, not storms and nebular affect triangulation tests as they do other Sensors tests (see Ship Hazards in the Star Took RPC, Narrator's Colde, on pages 230-243).

#### System Operation (Flight Control)

This specialty for, in the 23rd century. System Operation Helmo is used to pilot all small modern vehicles from shuttlerraft to ground-cars. (For premod-



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## BRIDGE CREW AND LAYOUT SERVING OFFICERS





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HH

#### BRIDGE CREW AND LAYOUT

such sense of which in idea stations correspond to which System Sportston lesis (and thus which Crow members), the following an important polynomial school of the following and in the following and century skip design, where needed. After the introduction of 80% control panels in the early 2. In century, any skip panel — be figured to serve as any other skip panel, with a System Sparetion lest at 170 5. System sychilecture up 23rd-century starships in licenside, and surprisingly redundant, Accessing a different system through a deficited interface (running profession from the selected station, or example) gives a + 5 TII products in the System Sparetion lest, from lests gain a + 1 diffety or a first Computer or





## SUMMARY • 102269

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58-79% SA 88

#### MAND Z'HIOTYAD 🖈

Contains simplified the (mission to and operations messager) and found controls in the many of the fifth System (iperation in use in a specialists from the capture's rise.

#### IN EXECUTIVE OFFICERS

for many string, the self-cer and the science officer, or the first officer and the skip is to account force and pasts. The passing below: them are now configurable, the exactly only found theory accounts interfaces.

#### E CONN

#### 2:009

The station for the presentest message, who directs and placetes ship resources. System Operation (Operations Manager) and System Operation (Operations Manager) and System Operation (Mission was presented operations of this station. From this station, an engineer can be reacter power (see page 80 of the Star Truck MPS Nurretor's Golds), or an operations messager can do so at +5 TM with a System Operation (Operations Manager) or (Mission Operations that contains operations messager) and particles that contains a finite station as the lastic science station. Operations messagers message source of communications afficient on 24th contany ships; Systems Systems (Communications) leads may be made at this station in default mode, lee.

ind passis along the union signs for either allightered handlate, had the coulon passals support System Operating for, Wespern, and Security appealation, Seam bridges materials a supported Security passal in the all position, and

#### SCHENCE LAND B

The investations of all plantscand from the incitent station because with the main actions displays. All Space Science and System Operation (Secsors) lexis and to made from these stations, and they normally support the small amphibilizated compains interface are the way as they all plants are made in incited and lost system. Computer that tests around all these stations are at +1 to stall.

#### il- Mirecian ape

Located aiment directly all of the main indical station, Mission Ope serves are a coordination station for specific axission requirements thereis configurations support System Operation lesis for Operations Manager, Communications, and Sectors in middless to the Mission Day .

1. Tests in control any other station from the Mission Operation are only made at + 3 in TM rather than + 5, and do not be mission from the Mission Operation. 

#### ENVIRONMENT

This station is suition monned, current on multispacion ships or chips with very squarific life support or interest confronment forms. If the ship supports no confronmentalist (section) afficer, this is her station; if remarks configural live System Operation (Environmental Central) or (Life System) Support) tusts.

This station serves as a "mirror" station in the chief empireer's post in the engineering section of the stip. Engineers besed here can purious any System Engineering test of an people of the processor of peoples, and meet Proposition Engineering tests including transferring power or pushing the nanious (both on page 30 of the Star Trek RPS Harrator's Entitle). Engineer must assume that place in augmenting, increase; individual stips summer for any other control of the state of the

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ern vehicles, see the Operate Vehicle skill group, on page 12 below. ODN controls are tulk standardized throughout the Federation, and any culture with inclusional replicators finds itself similarly standardizing its involuntial systems, for encoency's sake. Difficulty depends on the complexity of the vehicle.

SIMPLE (TN 5): Rail-mounted vehicle

ROUMNE (TN 10): Howercraft grave at or water vehicle.

CHALLINGING (TN 15): Submersible groundcar amortant, or shuttlecraft.

Director (TN 20): High-performance righter craft Virtually IMPOSSIBLE (TN 25): Experimental computer-trimmed, wulti-vector craft.

Approble Modifiers: See the writing under Operate Vehicle page 32 below. But unfamiliar, or balky design can also after tribute ulty. As a general rule of thumb odd another 63 to the TN for every extra maneuver besides traveling in a straight line speeding up and pulling into a loop would be on to the TN, for example. Without such maneuverings, tests are only necessary when starting the vehicle, landing an air vehicle also requires a test.

Action Time. Full-round while vehicle is in motion, unless computer actuallot system present on most modern vehicles is engaged.

EXTENDED Test Not regally

Modifiers. Starship systems can be controlled by some, and voice-controlled systems can be operated subvocally by trained personnel. Subvocal operation of ships' systems is at +2 TN with earning trains ensers or other subvocal equipment. +5 TN using only the control panel's directional pickups.

#### UNARMED COMBAT

Within this skill group you may pick skills representing individual styles of cambat. Most of these styles allow access to key mads similar to those or Armed Combat schools used page 19s. Some key traits require the prior selection of other key traits. Unless specifically outed you may not use two key traits to the same affack test. Key traits cost (we advancement picks each just like regular traits.

It is important to remember that without use of a key trait, no attack made with a given unarmed combat syle has a different rules effect; a karate chop and a right cross both do 1d3 points plus the attacker's Str moditier of damage, although they look very different.

#### Arkijursu

The combat form of the sport art aikido, aikinetsuike aikido was invented in the 1920s by Morihei Uveshiba in the country of Japan on Earth. Its emphasis on balance calm, and the redirection of opponents' force has made it popular with many Starfleet officers, especially Betazoids. Centaurans, and Grazerites.

#### Nikyo

The "wrist turn" lets you parry your enemy's strike by prooting on his wrist, moving him completely out of line to attack you.

PRINCOUNITE: Arkijutsu + 3

**Effects:** After a successful block test against a tunch, you may add half your margin of success councied up) to your Detense against that same enemy's next attack.

UPGRADE: You may add the other half of your margin or success to your next attack against that same enemy.

YONKYO

The wrist pin\* lets you immobilize an enemy's wrist and, it need by, break it

Prerequisite: Aikijutsu -4, Nikyo

**Effects:** After a successful block test against a punch, you may immobilize your enemy's limb as in a grapple (box, below). His attempt to free himself is at 3 to the test result, as are all his other attacks.

UPGRADE: You may use an opponent's attempts to the houself from the wrist pin to cause him damage; if you choose, he takes balt his escape rull in damage rounded down) from a broken what, for example, if theutenant Barad has wrist-pinned Gul Ekar, and Gul

#### CRAPPIF

In described, at the analysis of the soft or the described of the analysis of the soft or the described of the soft or the described of the soft or the control of the soft of



Ekar rolls a Fra 7 on 2d6 and Fkar's +2 Str modifier) on his opposed Strength test to escape the pire. Lieutenant Barad can choose to cause 4 horits of damage half of 9 counded down to Gof Ekar regardless of whether Gof Ekar escapes of not. (And remember, Gof Ekar's final Strength test result is a 6, since his attempts to free himself are at -3 to the test result.)

AIKI OTOSHI

The "reverse hip throw" essentially rolls your opponent past you and onto the ground, using his aback as monuntum and your hip as the futerom.

Prenerio sure: Aikiliatso 4%

Errors After a successful dedge or block, you can immediately attempt a grapple those page 281 against that opponent as a free action. If successful, you can those firm to the ground, doing indo-1 points of damage (1965) on a superior success and littles's on an extraordinary success) and leaving him suping.

UPGRADE Your grapple attempt for an alki of she throw is at 13 to skill.

Massi

A concept translated as the "combat interval," knowledge of main gives you procise judgement of an enemy's location and better, his potential for harm

Pittite Quisitie Alkijulsu +8

FOR 18: You may add your Perception modifier to your Determs when designing

Urcaapi; You may add double your Perception modifier to your Defense when dodging.

#### Boxing

The "sweet science" of pogdism gots back to ancient Roman times on Earth, but only attained for malized status in the middle of the 19th century. It condings burished and factual provement with purpletting purples to the heart and body, faith boding has many similarities with Andorlan kharakom and Kliogon of Equation "smash-fist". Boxing is based on Strength, and Agdity.

CROSS

A point hacross your appointed's healy, it interferes with his againt done properly and forces him out of position.

PRIREQUISITE: Boxing +2

Effects: A successful purely does at itamage and adds >1 to your next block attempt against this opponent

Ungrape: A successful punch does <2 damage and ailds +2 to your next block attempt against this opponent

JAB

A short, last punch intended to set an apparent up for a followup blow

Prerequisite: Boxing +1

Effects: A successful punch does half damage, but you may add +3 to Boxing skill on your next attack against this upponent.

UPGRADE: You may make two jabs imaking two

Boxing tests) in only 1 combat action, if both hit, they add a cumulative +6 to Boxing skill on your next attack.

Ноок

An arcing punch ideally made from outside the opponent's perlpheral vision.

PREREQUESITE: Boxing +4

**EFFICIS:** A hook attempt made after a successful dodge test is at +3 to skill. Any successful hook adds +2 to famage.

Upgrade: Add +1 to both bonuses above. You may select this appearle twice.

UPPERCUT

A powerful, savage punch into the jaw or body or an opponent

PRINTQUISITE: BOSING #5

Effects: A successful upper all flows it? damage and horses an opportent to make a Stamma seartion test against Light Stim (TN % see Table A.14 on page 254 of the Star Teck RPC, Player's Cambo of the stumed for a number of rounds equal to your Strength modifier it 1.

Unaxine: A successful upper in does 13 damage and forces a test against Medium Stud (TN 121; a further taigrade increases the damage brains to 14 and the stan difficulty to Heavy Stud (LN 15).

#### Browling

A loose style of fighting excited from decades of harroom brawls in space stations across the quadrant, it was an operficial form of martial art in Startley through the early 24th century, faster to practice without holographic sparring rooms or specialized pointers, the rough and tomble Startleys of the 22nd and 23rd centuries depend on it. Drawling is based on Strength, and Sgifty.



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#### ROUNDROUSE PUNCH

You swing your entire body into a big, slow, devasfating punch.

PREREQUISITE: Brawling + 2

**EFFECTS:** A roundhouse punith, it successful, does double damage. However you lose the initiative for this round and the next round of you have it, and opponents are at +2 to skill in block or dudge tests against the roundhouse punch.

UPGRAPE: Following a successful roundhouse punch, your opponent suters a skill test penalty one. Wound Level lower than his autual Wound Level for the next 1d trounds; a Dazerl opponent gets penalized as it he were Injurial, etc.

HAMMER BLOW

That lace your ringers together to form one large that and use I to smash or strike your appropent Amazingly your ungue remain unbroken

PRINCIPISM : Brawling 1-1

BBBTIS: A successful hammer blow adds a +2 brows to damage

UPPRADO: Each upgrade adds a further +1 to damage; you may upgrade this trait threatones.

FLYING TACKLE

You leap come your opposent, hearing from down to the ground with a resembling crash

PRINCIPING Brawling 1-4, Agillity in the

Fricise the flying tackle is the equivalent of a charge user Star frek RPC. Playor's Cande page 2881, but may be made from 2 to 5 meters away. Additionally, the 1N for your enemy to reast being knocked to the ground is your Strongth of

December and only takes be consist action

HATCHET CHOP

You strike your opponent from behind to the neck area with the edge of vour flattened palm.

PREREQUISITES Brawling of

**EFFC 15:** You do change so normal, and to co your opposed formake a Standing reaction test against Light Stand IN 9: see Table A.1-Compage 251 of the Standing RPS. Player's Cariefol or be standed for a number of murals regulation your Strength modules +1.



**Deciano:** Successive upgrades force tests against Medium and Heavy Sturi (as described in Table A.14 on page 251 of the Star Trek RPG Player's Guidet.

FLYING SMASH

You leap into your opponent, striking him with your legs or hips-and knocking him to the ground.

PREREQUISITE: Brawling +8, Agility 51.

**EFFECTS:** A successful flying smash does 1d6 plus your Strength modifier damage and knecks your opponent to the ground. You also fall to the ground unless you succeed that Gymnastics (Tumble) test, gainst TN 12.

Operation: Your Hying smash does 2d4 → Str modifier damage.

#### Ponn-Illa

The Vulcan warrior poet Ladok created this "eye of the storm" style in the 1600s. As central tenet is resistance and moderation, the goal of a point illa master is to "transform a fight into a poem, and a poem into a meditation." Oftensive moves in point-illa should be "there thekers. "Contrible is the most popular Vulcan midfal art, and modera schools borrow some moves from other Vulcan arts.

#### KROIKA

Prenequosite: Pourrath; e.g.

time is: Make a block jest as negmal. You may solution 1 your Against modifier from the damage even if your block test falls. If your block test specifies, you gain the initialize next round, and your apponent is at the skill on his cest affork.

**UPGIAOR** Your opponent is at -5 to skill on his nextattack after your arccessful block.

#### TARDON

This technique uses your apparent's attack to create an opening for the nerve purch.

PRINCIPULE: Ponn-illn - 4, Nerve Pinch ability

Essects: Following a successful block test, you may choose to take the damage from your opponent's attack anyway. If so, you may make an immediate nerve purch attack (see page 45 of the Stat Trek RPC) Player's Cambri as a free action and at the standard -5 pervepinch skill test penalty.

UPGRADE: As above, but you may make an immediate nerve pinch attack with no skill test penalty.

#### PONN-K'SIN

This log sweep is borrowed from the "harder" Vulcan martial ail of *katool-life*, but has been modified by *point-illa* masters over the years into its present form.

PREREQUISITE: Ponn-illa +6

Effects: A successful attack does 1d3+Str modifier damage and allows an immediate takedown attempt as a free action; your opporient must make a Quickness reaction test (TN = your Agility +2) or fall



prone to the ground. A poon-kism test may only be attempted on a moving opponent

Urgrape: The takedown is judinitatic. With a second opgrade you may use your leg on your opponent's limb or spine to immobilize him on the ground as with a grapple thox page 28).

#### NARILK

Many nank techniques exist but they all depend on joint facks and counterpressure.

Prerioustil: Ponn-ula +8

EFFECTS: After a successful block test against any unarmed attack, you may immobilize your enemy's firsh as in a grapple shore page 28. You may make one enmedjans attack on him as a tree action, at a +3 honos briskill

Opposite true may the fallerSte moduling cannage and break your opponents both by succeeding in an opposed Strength attribute test against birn the next round after grappling him. This is a free action, but can only be attempted once per round.

#### Signfleer Self-Defense

This is the official prartial art taught in unarrised combat class a Starffeet Academy, based locarly on old Earth kacate and imitsu with additional moves from other geneen delong are. Many cader fearest but want up adapting its moves to their own taxoned martial. art or into old-school spacer brawling it is undeniably effective but the gengric mature of an art drawn from tens of worlds means that other, more glanorous styles. timals populat an starships at east the federation

#### POINT STRIKE

This carefully-calibrated blow arms at voluentiale spots for maximum effect. Startleet teaches hand footelbow, knee thumb and julm point strikes.

Paragrapherts: Storthoot Sailt Children v. 3.

Errrors: This strike can only be made after in anniaction. It is made at +2 to skill rather than the normal. £1 from an aim action" and does 4+5tr building damage with a higher > 2 on a superior success and --1 on an extraordinary successor

Decrang: The strike is mario at a torthor a Lito skill. This opposite can be taken three times

THROW

This is the bosic Faith judo throw slightly muclified,

Prerequisite: Startleyt Solt-Detense - 3

Effects: With a successful attack fest you may thross your enems to the ground, doing normal unanned combat damage

Upgrape: You gain a +2 bonus to skill it performing. this test immediately after a successful block or dodge. against the same opponent.

#### DISARM

Starfleet self-detense attaches great importance to successfully disarring an opponent, and calibrates orany blows and holds to that end.



#### Putitiquism: Stanfort Self-Defense +5

Botots: After you succeed in any affack test quinch, kick grapple, throw, etc.) against an armed opponent, he must make a Strength attribute test (IN - your Stanfoot Self Detensy results or drop his weapon.

UPGRADE: The TN of your opponent's Strength attribute lest is increased by +2. You may take this upgrade three times.

CHOKE HOLD

Even if you're not a Videon, you may still want a way to salently reduce enemies to unconsciousness.

Paragraym: Stuffeet Self-Defense - h

ferrors: Immediately latter a successful grapple attack hos page 24s your opponent must make a Manufactura from text (1N - cour Strongth) or go unronscious. He must succeed in this test before afteropting to break the grapple. At the beginning of each round that he stays grappled, the TN increases by 3, and he must repeal the Starring test. This lasts notifyou break the hold his breaks the grapple, or he goes unconscross. While holding your opponent you can perform no other actions except speaking. If you make a choke hole attack from any angle other than from behind, some initial grapple test is in +5 to 1N

DECEMBER Fairly round, the TN surmakes by 3 a your Strength meditier.

The tofowing skill group is a new addition to the skills list in the Star Irek RPC. Player's Caude. At the Startloc's discretion, characters who gress up on either lower tech worlds shelow feeh Level 7, or on worlds with a strong tradition of primitive or archaic vehicle use may take skills from this group during the Personal Development phase.

#### OPERATE VEHICLE (INT)

#### Physical: Teained

While depleyed on allen worlds, a is not always possible to keep your own shuttlerran lands or to depend on your stup to be incyou from place to place. Quite often you need to litely a interior or occasionally uponts addy bearings as local vehicle to break upthat Romulan spx one or briog the vaccine to the remote island on time. Skills within this group represent your ability to operate intot and use the instruments if my of a vehicle that does not make use of standard Startlers technology. Other vehicles fall under other skill areas. For 23rd, and 29th century vehicles, see System Operation chight Control, above Sons powered individual vehicles globers kayaks brevilesi fall sinder the Athletics skill as the appropriate specialty (Clinking Kayaking Bicycling, Only the Envoy and Explorer may take Operate Vehicle skylls as profession. al skills are hasarter i teatour

OPERATE VEHICLE SOLLS

ARCHAR ARCHART You can pilot motorzed arctaft of any soreop to the atomic tudente-powered arctaft of leich tossel 6 (roughly mill 21st control on Earths Officers with the flight Control Officer professional ability Menospheric Craft may use the skill intramed at mill people, each opposite grants (2 skill levels in this

skill. Sample Specialties: Propeller Planes. Omithopters, Origibles Eighter Jets, Jet Airliners, Rocket-Planes, Helicopters.

ARCHAIC MODICRAFE You can drive or pilot motorized planetary-surface craft of any sort op to the nuclear submarines and fuel-cell hovertanks of lech tevel to this skill covers both powered groundcraft and powered water ratt. Sample Specialties: Railing Canandcars, Steam Locomotives, Paddleboats, Tanks, Hydronoils, Motorcycles.

SARCRATE You can pilot any croft driven by wind up to the solar-sail ships or computer trimined yachts of Torch Level 6. Sample Specialties: Lateen Craft, Multi-Atasted Sailing ships. Catamarans, Balloons, Iconoits, Vulcan Sandsails.

Sample Specialties: Berengarian Diagram Hyor, Charlot, Horse drawn Carriage, Oxnatt, Zaklan Seabled.

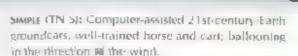
Once Skisss: Incredibly complex vehicles, oxidens selectes without modern control systems, and rither special cases become individual skills under the Operate Vehicle skill group.

Test: To take off or fand in an arrest, make an Archan Aircraft test. With all other vehicles, a single test is needed to get where you are lightly firigo, assuming the vehicles range and speed period. If for particularly long or hazardous voyages each as a lengthy sading top, or a global commissingation in a propeller craft. The Sarator may require an extended test quatical Vehicle chases can be handled as a series of orange tiests.

The base difficulty of an Operate Vehicle rest depends on the complexity of the voluths involved. Very complex vehicles, such as 20th-century Earth jetliners or Berengarian diagon-flyers, require high levels or skill for competent bandling.

CHAPTER TWO





Routist (TN 10): Dirigibles; strem locomotives; single-masted salling ships; late 30th-century bails groundcars; most powered watercraft; most vehicles drawn by well-trainer) animals.

CHALLENGING (TN 15): Hydrofinds; propeller aircraft; early 20th-century Earth groundcars: chariots; multi-masted salling ships, flight vosts.

Director (TN 20): Helicopters; solar-sail spacecraft; computer-assisted 21st-century banth jet aircraft; rocker boots

VIRTUALLY IMPOSSIBLE (TN 25); 20th-century Larth jet aircram: Berengarlan dragon-flyers; Vulcan sandsails.

Additional Modifiers By sine to take into account the physical test TN modifiers for unfamiliar tools. As a rule or thomb, a vehicle 3–3 FLs away from your home era not your spin falls, whichever is closert adds at SN, one 4 or more flis away adds +1.) "Pushing" your vehicle's capacity also adds dotocally, a light canvas propeller plane will be hander to push only a high-spised lumedmano form than a Handon alloy tighter jet. Many vehicles softer environmental degradation to rain, high wind, storms, etc.; the physical real modifiers for yisobids, lighting, and temperature may well come into play.

Afterwith Vehicle Operation adds a +1 attenty to Repair, Construct or Engineering tests concerning the rolesant vehicle Piloting an arresit or watercraft gains a +1 affinity from Survival to the relevant environment.

Action Time. Variable, depending on vehicle speed and other considerations.

Extended Test: Potentially, but not as the default assumption

#### TRAITS

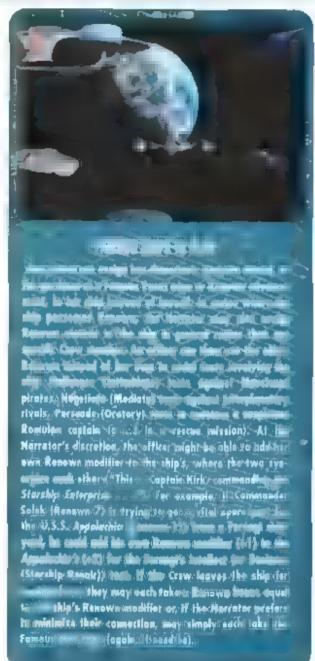
The following two edges may be bought only during character resilion.

#### FAMOUS SHIP

In your previous cateer, you have served on a taneous ship such as the U.S.S. Enterprise (The fleet data section of the ship writeups provide some famous ships as examples.) Some of that ship's time has "rubbed on" on you.

EFFECTS: You gain 4-1 to your Renown. Those who have an unfavorable view of your prior ship (Finleration diplomas, Klingon admirals, etc.) may react negative is toward you, or course.

Opgrade: You may not upgrade this edge for your torner ship. but you may upgrade your current ships take. See 'Famous Ships in Play' (box. this page)



#### FAMOUS FLEET

You served with a tamous Leet during a major fleet action of some sort, such as the successful evacuation of a planet or a decisive battle of the Dominion War.

EFFECTS: You goin +1 to your Renown in general, and a further +2 bonus to any Renown tests against members of that same thert. Here's are too large and amorphous or individual actions to affect their overall Renown, so Crew members may continue to serve in famous theels during the series with no further effect on their Renown. In such series, those players who do not purchase this edge should assume their characters "missed the action" for some reason.



A starflest officer never stops improving himself browing his abilities for the good of his sortion adds more varies to the professional abilities already available to starship officers, adds some tailored advancement packages, and provides optional rules governing promotion and advancement in rank.

#### ADDITIONAL PROFESSIONAL ABILITIES

The professional abilities given in the Star Trek RPG Player's Corde are only some of the many and varied ways in which Startleet officers work to fulfill their potential. Others toflow here. At the Narmon's discretion, some of these professional abilities may apply to starship officers of other nations such as the Roofidan Star Navy, the Klingon Delense Force, etc.

#### STARSHIP OFFICER

Any Startleet officer may select these professional abilities, provided the character meets the ability prerequisites.

#### Tier I Professional Abilities

- Examinar Systems: After spending long enough working on Starffeet computers, their idiosyncrasies become second nature. A Starffeet officer can perform a Computer Use test on a Starffeet remputer in half the base action time.
- Det Your Hands Digno Even non-engineers interc know their was around a filosofic incoit panel or a ries outled.

- phase roverter. When making a Repair test on any piece of equipment on their own starship, a Startleet officer can add +2 to the test result.
- Not So STRANGE: Starffeet officers have studied a fat of worlds at the Academy, or visited them on cruises before. When making a Specific World test for any world, the Startfeet officer gains an affinity bonus equal to half his Planetary Science skill level, rounding up.
- Description of the Fleen Starfleet officers have the never-say-die tradition of Pike, Kirk, and Garrett behind them. (Or, in some 23rd-century series, ahead of them.) Once per game session, a Starfleet officer can result one Willpower reaction test, and use the better of the two results.

#### Tier 2 Professional Abilities

Intente Diversity: Stanfoot is the most multi-cultural environment in the known galaxy, and Stanfoot officers have med still more species on missions of diplomacy and exploration.



- 15 We COME IN PEACE: Stanfast officers are trained in non-scalent conduct resolution, and firmly believe in giving peace a chance. This smooth, impresses others, in influence, "segionate and Personale tests." Stanfast officers can reside materialism stance penalties by half mounting down, for example, swaying a hospite valent cross-leventh these only be at 15 to 15. Phreeconoms: because to
- 1 WELL-BRITTE: Startbeet others get tult and complete elevidends about any planet they visit in the course of a mission. After any mission on a planet lasting four dace or one episode whichever is shorter, a Suitleer officer gains an additional specialty in the planet to the skill Specific World. Philippensite Intuste Discussiv or Not So Statoge.
- Will to Survive: Startbeet divers them the locace of the state planets, with convergenced axias beauts. Thus, they stay to with even ones worker to and hide circle. When a Startbeet officer ovides a Surveyal skill test on a planetary sortice, she gains an allimity from a circle to hide beet Arbiteries skill migration down. Preproposite: Visible 60, 42 Spirol of the Floor.

#### STARFLEET COMMAND OFFICES

Tier 1 Protessions Autilies

le FRAHNG CAPTAIN; It the community officer contimands of is acting as hist officer during shap combat the ship receives a -2 to all command manerizers this ability applies exceed the com-



mand officer does not actually command the shap, he need only be on command on the bridge during the battle.

THOMS LIKE A ROMULAN: Command partiers study sariants of classic battles, enemy ship ductrice, and countless wargame scenarios, in any situation and lodding combats, the command officer ignores all academic test penalties ductioned distraction, life threatening confegencies. Time constraints, call to his factors (Romulan) coil, this ability can be taken mishipe times for maltiple species (Borg, Mangon, Breen, Cardassian, etc.).

#### Tre 2 Protesson of Adolenes

- DOGRGHER As the Hight Control Cureer for 1 propositional ability of the command officer control mands is first officer, or mans the Hight control station during stop combat. Progressive System Operation of hight Control has or Lighting Capitain.
- Fire CONTROL OFFICER As the Operations Officer for professional Lability, if the command officer commands is first officer or many the scrapules should stop combat. Printequality System Operation (factical) or (Weapons) for or fighting 3 apten.

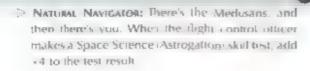
Tree 3 Professional Ability

Assurps Opposition: Command officers must also be diplomats, and occasionally even politicans. As the Diplomat Tier 2 afality Prenequiate Starship Starbase Protocol and Introde Diversity

### STARFLEET FLIGHT CONTROL OFFICER

Turi I Professional Abilities

- 1 Documento: With the flight control officer at the cone or below throng ship combat, the ship receives a ~2 to all helm manuevers.
- 1. Must be PLANS SPACE: Startheet others are taught to think of space as "home furt. The dight control officer can use every fold in subspace or comet had to mask the ship's emissions. With the flight control officer at the conn tot helms, opponents' tests to spot the ship on sensors are at +2 TN.
- 1. Hor HANDS: It's all in the reflexes. When making a Quickness reaction test, the flight control officer rolls an extra die. 3d% but keeps the highest two dice. The rule for rolling double sixes still applies.



#### Tier 2 Professional Abilities

- D. Surring Space-Time: The technical calculations of warp travel often alien more than one ideal course" to a destination. By intuition of the highest math, the best flight control officers can shave time off a trip by setting the perfect regree. The flight control officer can aftempt a Space Science. (Astrogation: test at TN 10+ the ships maximum speed (For example, jor a ship with a maximum speed 5, the flight control officer makes the test at IN 18 - On a success, the ship arrives as if a had traveled at that maximum speed for the entire pairies despite deser passing sustainable warp-This shilling allows the tright control officer to nume the effect of pushing the engines from thigh 99 of the Star Irok RPC, Namedown Combiwithout actually pushing the enginesal PRIREQUISITE Space Science Astrogations to in Natural Navigotor
- 15 You Call That A Shoraft: After him storms, plasma tlares, and subspace shockwaves, a little torce is hurricane is nothing. When the flight control officer makes any skill lest to operate a vehicle in almosphere, ignore all penatics for weather or visibility. Prenequisite: Archaic Archait 3+, Hot Hands, or Almosphere Craft.

#### Tier 3 Professional Ability

I. WHEEMAN: A vehicle is a vehicle the details are treelesant. When the dight-control officer makes any Operate Vehicle test, he gons an attendy homes equal to half of his System, operation of light a control of the fewel countries of Principles Atmospheric Control overteing ingoining to.

#### STABFLEET ENGINEER

#### Tier I Professional Abilines

Le fix-it: Engineers are always eager to tear apart anything communist technological totten this teaches them Boss to put it back majoraer. When acquiring Repair, the engineer learns all skill specializes.



- 1> 24/7: Startleet engineers never let up In a crisisa warp core breach doesn't take coffee breaks Startleet engineers gain a +5 bunus when making tatiggie tests.
- Poin Theory: Engineers must fearn the scientific basis at the technologies they design. They automate alls gain one specialty of their choice upon acquiring the Physical Science skill. When per naming any Physical Science skill test, they gain a self-benus to their directed.

#### Tier ? Professional Abilities

- b. Denset Your Estimate: (very inter in a while you need warp speed in three minutes or you're all dead you can complete any Repair test in half the base action time. This includes extended losts, and the ship system repairs on pages 122–123 of the Star Test RPC. Startater's Lande. Prenequisits: Locator Start in Worker.
- An engineer's repairs stay repaired, and patches stay patched. The reliability test for any ornergency system repair is made at -5.1N. For example, a "patch ifrom lattle -/ 18 on page 12.1 of the stay freek RPC. Nacrator's Guider has a TN 15-10 stay fixed as at R week a "bypass" crather than the given TN 20. Printopushit: Fix-it, Repair 64, or System Engineering 64.
- THEOREMAL APPLICATION: Startleet engineering school stresses practical applications of theoretical knowledge. Whenever the engineer makes a Repair skill test on a given system, technology, or unit she gains an attinity boous equal to half her Engineering skill on the same system, technology, or unit. Prerequisite: Engineering Centrication.



#### Tier 3 Professional Ability

➤ A WEE BIT More: Starffeet engineers can oventrain themselves and their engines running both our pure personal guts. When spending Courage to enhance an Engineering or Beyon test they receive a -5 bonus instead of the normal +3.
PREEQUISITE: Theoretical Application and Spend of the Fleet.

#### STARFLEET OPERATIONS OFFICER

#### Tier | Professional Abilines

- For Control Officers If the operations officer councils the ship's weapons during ship conduct the ship reverses a >2 to all to heal managers.
- Des Mariactic Operations managers although the ship's power, data, and other resources to keep everything dowing on an even keet. At the beginning of the game season, the operations officer mass declare one System Operation specially. This superation of all shipboard System Operation less made by any I new member on her ship against that mission-critical specially received at I builds.
- Substications: Operations inflicers soon learn to keep there systems remain; and make status therefore the following the make status the line operations officer can substicated our mands to stup's systems without paying the manual fix penalty sees page #1:

#### Ther 2 Professional Abilities

- CROSS-TRAINTD: Operations officers are eiter the mind the thie of Startlers officers, going from post to post in the course of a career. When performing the professional field of another startlers officer elde professions the operations officer may add his Intellect modifier of a Intellect-based skills, this equates to doubling the modifier.

  Prefequents: System Profescious or Kounded
- Description of the Board: A trained operations officer continuously limbs and listens for anomalies and patterns in the information flow as front of her When making a System Operation test the operations officer adds her Perception modifier.

  Presequisite Subvicalizer of System Operation 6+

Personal Backup: A skilled operations manager has combingency backup plans ready for almost any crisis with the ship's systems. While serving as operations manager or "mission ops" on the bridge, the operations officer may re-roll any reliability check for ship systems (including the cognicers skill tests for transferring power) as a System Operation (Mission Ops) or (Operations Manager) test at the to the original TN. The Crew may select the better of the two results as the test cosoli. Prerequisite: Ops Manager.

#### Tier 3 Professional Ability

\*\*Reservan Support Operations officers are trained to want with other bridge crew stamlessly in crisis a conditions. An operations officer may freat any computer Use. System Operation, or factors test involving the bridge crew of his ship as a combined test, whielier or not it would ordinarily be one rolling the same test at 1N -5 and providing the idealer. a -c) bonus for a marginal success. -2 for a complete success, and i I for an extraordinary success. This ability may only be used once for many success. This ability may only be used once for many society or factors to.

#### STARFLEET SECURITY OFFICER

#### Tier I Prolessional Abilities

- 1. Someon: Startlest security officers value southern the and do not take it needlessly. A Startlest security officer making any stummer or restraining through Combat test may add of to the result this ability may by picked a second time for Energy Wespens illand Phaseri tests.
- FACIND SIME: The security officer is a pure deviction of one Disagned Combat skill sakido, brawling on a When advancing this skill, she increases her skill level by +2 per pick, but suffers a 4 penalty to her Unarmed Combat skill when using other styles.
- Fitt Control Officer: As the Operations Officer for 1 professional ability.
- Weapons Specialise: The weapons officer specialtive in one set of ships' weapons phasers, torpodoes, etc.: Change which when picking this ability. When making any bystem Operation / factical) or Weapons' skill test dealing with the chosen weapon, the weapons specialist can add +2 to the



#### Tier 2 Professional Abunnes

- 12 Terring Distant The art of observation has an knowing where to look. Whenever the security ratices makes an Observatest he gains an affinity borous equal to ball fits havestigate skill level transled down Presequence, Security Ops.
- THONG LIKE A ROMOLAN: As the Commend Officer fier 1 professional alphty. Pherequises: Intellect teacher at Carteral Officer.

#### Tigr 3 Professional Adulty

1 - Denouses: Whethever the security officer faces a comment engine marky their consposes etthat estably combanies the place the character. can make an Investigate Theface, skill test, 15-15) to formulate a Expothesis assisted by the Nurrigion II the last is appropriately the Searcabit. gives the player a hint based on the degree of success, with greater society wateriding stronger. leads. Although this andits exists to help placets. solve on steres and dove the adventure forward the Sarcifor should only guide the placer outright. amovers should only be given when the detecting challenge represents but a import coeponent in this Creas suggesteler presents often been be suchcases, the Narrator may wish to give the security eithers sight next indicentation to help her surpass. the pazzle, and get hack on back. A Scientor may synthetic provide two leads - Either the drawn gettimerchant or the Ardonan duelist killed the ferring a rather than give the whole game assay. Printquisite: Telling Detail

#### STATELLET COUNSCION

#### Tier I Professional Admines

- HEAD WOUNDS: Startleyt counselor mode at training emphasizes head injuries, as concount and estail mental trauma, When the counselor makes a first Ant skill test to heat a head wound metal ing some offects, stangengers, etc., add. 44 to the test result.
- PROCESSIONAL DEMEASOR: Startlers counselors are trained to remain calm and not be surprised into resealing their such emotions. This comes in bands during most gambing convers, noticely blotts like a psychiatrist. When the counselor.



makes a Coming test the game an affinity bonus requal to half his Medicine (Psychology) skill level, requesting these in

#### Tier 2 Professional Abitines

- Violat Cossour: Expert training in the Talking coses under Startlert convertors masters of just the right word. When making a Persuadle less, the convertor pertorns the task to half the base line.

  Princeposite Stap's Counselor of Language for
- . Sessi Motivi: As framed psychologists, Stattleet conordors can often tell what a speaking's numbers are for his actions. Online, an Inquire (Interview) test, the commelor can also make a Medicine dischology best to some the speakings, medice. The Medicine (Psychology) lest gets and bonus to its result from a marginal succession the dogune shiterview test ack? for a complete sign coss and a chilor an extraordinary success. (I takes a 1 penals, on a complete tarbor or the Jugore sinterview (lest, and a 2 penalty for a desentous radore. Piscerning a general remotion. al motive revenge liest, prider is a IN 15 lask, decerning a specific mative (Senator Pardeks) blackroud Sesiman Barrows, a promotion is a LN Strask Papargustry: Pathos.

#### Tier ) Professional Ability

Determine Comform Starthed counselors knew better than most what kirds of stresses other starthed officers have an a closis. Once per game session, the counselor can make an influence test. 18–15 for restore, a follow officer's morale and arge her toward greatness. It successful the sobject may spend a tree, tourage point immediately afterward, even it she has not triurage left. There it outage points do count against the 4-tourage spending missinger. On an extreordinger, sin cass, the subject may spend two 'tree,'

#### STARFLEET MEDICAL OFFICER

#### Tier I Professional Abilities

- EMPRENCY REPONSE: Startlest medical inferiors know that time is of the essertion in a cross. When making a first And best, the merit of concert performs the task in half the base time. This ability can be selected again for Aledo me. Surgen.
- Startlest medical officers do much of their even lab work. When a opediral officer makes a Physical Science of Semistry test, old. 3 to this test result this ability can be selected again for a similar bouns for the Selected. Mortabiologic and for other soman professional laborators become skills with Natrator approval.

#### Time 2 Professional April 1905

1: Icason Turse Brastro Macrilais: Startbert medical officers know what their recomment should be telling them and can interpret ever the most anomalous readings through their brained over Whenever the mode al other makes a System Operation about al other makes a System Operation about the skill best be gains an attenty himse equal to but his Abedianic skill considered down Prescription to



No Butchers: Although trained with cutting-edge medical reshnology. Startlest medical outcors know that often their skills will be called upon in more primitive settings. When the modical officer makes a first Aid of Medicine skill test, ignore all penalties resulting from modequate or antiquated equipment. Presentions: field Medicine.

#### Tier 3 Professional Ability

OSE FOR THE TEXTODORS: Methical research is healt on sharing information and the rapid propagation of new therapies. When rulling an extraordinary survives during a Medicine skill test, or when successfully using the humanization professional ability, the medical officer's Removin automatically increases by 1 at the end of the episode. Whis ability can only add 1 Removin point this given episode. Principles It: Lab Work, and Gamed Medicina.

#### SCIENCE OFFICERS

#### Tier I Professional Abilines

- Fuvilamentals: Stars voor math its the key to the universe. When the science officer makes a Physical Science (Mathematical skill fest, add +4 to the fest result.
- Window, Moorr: Scattlert screening trooping gives a strong grounding in bands on laborators work. Methematics are the key to design—best two for tors syneagers. When the science officer makes any Construct skill test he gamesia allinety bonus expal to half his Stockmal Engineering skill level mending up.

#### Tier 2 Professional Abilities

- PRACTICAL APPLICATION: Although specialized techmetans and engineers make quest repairs for starship consides the science inflices processes sufficient training to ecconfigure his console, recallbrate equipment, and make minus repairs to
  energency situations. When making Systems
  trighteering or Repoil tests to repair this console or
  tricorder, the science officer gains an atmits
  being equal to bilt his Physical Science skill
  level, counding up. Prerequisiti; Working Model
- 15 School Assert: As the Operations Officer for 1 professional ability Pherequisite: Percuption to or Remoderf.

# OFFICER TRAINING PROGRAMS





#### Tier J Professional Abdir.

15 INTENS SCAN: After enough work with a ship's sensor. I Startfeet science officers no pack patterns out of the data that exceed the system specifications, packing a single out food out from 20 light years away or finding a funta thrating in an asternal bell. The science officer makes a System Operation (Sensors in a 12s. C). With a ancressful test, the sensors may more range, sensors, ochability of other parameter doubles during the next System officer parameter doubles during the next System officer three essence to officer participes (in 1811) and 118 139 in the Star feek RPC, National Country and pages 193–194 of this Star Feek RPC, Players Canado Principasors

#### ADDITIONAL PROFESSIONAL PACKAGES

The following professional development packages are equivalent to those on pages 23.26 of the 50 a lock RPL, Player's Lande. The individual package writeripspecify the starship officer aste profession under which thus belong.

#### A & A OPPICER

As authorpology and archaeology officer yes specialize in incient archaeo and provides collines. Since Hodglors' Case products that many also cooleds will parallel each others and Earth's development, your framing comes in bands on explorators missions. You are a science officer. Skills: Computer Use (Retrieve) =2. Culture +1, History +3. Investigate (Research) +2. Religion +1, Social Science (Anthropology, Archaeology) +3, Specific World +2, Survival +2.

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Hexibility Curious, Everyman, Excellent Metabulism Likeable

#### COMMUNICATIONS OFFICER

You are a deducated specialist in communications, transmitting and ferciving messages and maintaining one can see only Although technically an operations officer who substitute Physical Science (Mathematics) for First Ard as a protessional skill.

Skills: Computer Use Thetyphoni +2 Observe distern +2 Physical Science (Mathematics) +1, Repair Communications +2 System Engineering Communications +3, system Operation distributions +3.

Pick 5: of treams professional will

Pick 1 Edge: Ambidextinus. Contident. Eddition. Administrational Engineering Skill Focus (Koere Hearing).

#### PHASER CUNTROL OFFICER

Year control, maintain, and where need by operate the phaser hatters on your starship. During major wars such as the war with the kingons in the early 23rd remors in the Orimonia Wae in the late 24th century, son may have served planet side, this is a command officer past in the 23rd century replacing linguing and Suggistrate, with Meaky Weapons, and Systems togoseous as perfessional skills, and an operations officer past in the 23th century urplacing best Ard with Heavy Weapons as a professional skills.

Skills: Computer Use +1 Thergy Weapons (Hand Phaser) +1 cleavy Weapons (Phaser) aroton +1 Observe (Sprit) +1 Kepait (Phasers) +2. Systems Engineering (Phasers) +3 System Operation Tactical Weapons) +3

Pick 5: - 1 to any protessional skill

Pick 1 Edge: Alest Coordinator, Dead Alm. Exceptional Controde Sense of Direction



#### ADVANCEMENT PACKAGES

Rather than individually pick advancements to create advanced characters (see page 97 of the Star Trek RPC, Player's Cuirle), some players may prefer to simply add a given number of advancement packages to their character dutiting character creation to model an officer who has served some time. These writeups assume live picks per advancement "four"; whether a "tour" is one year or five depends on the Narrator's sense of historical pairing and on the amount of excitement the player wants his character to have gone through. Some of these writeaps include flaws; check with your Narrator to make sure that she will allow additional flave at character creation. If not remove an edge or otherwise lower the value of the package by two picks. Only stardilp offices professional skills (Athletics, Computer Use, Frienzy Weapons, Repair, and Survival) and System Checation (which is the protessional skill common to all branches) are specifically priced at one pick pigclesed, all others are priced at two picks per level. It age in the skills included here is already one of your prefessional skills, either double the levels or that skill given by that package or pickanother professional skill along with It

#### Flagt Sarvice

Fails of these advancement packages is based on a topic in service in top of the various fleets detailed on page 22. Those fleets were organized in 2.150° individual capital stops that served smittar rules to the 2.564 century are indicated in parentheses after the description.

#### 3RO FLEET

You served as part of the Solar System's final line of determe (1.1.5.5) Republic .

Professional Skill: Repair (Orbital Defenses) +1

Pick 1 Skill: Demolitions (Detase Explosives) +1, Specific World (Earth) → Lactics (Space) +1

Pick 1 Edge: Contact OR Ally (Sturffeet Community, Soil Trained, Zorn-Coltralord)

#### 5TH FLEET

Stationed near Andorac, you worked closely with the capable and aggressive Andorian Defense Force 310.5.5, Eagleri.

Pick 1 Professional Skill: Survival (Arctic) (4 System Operation (Tactical) +1

Pick 1 Skill: Chaka Hramdal +1, Language, Andorian +1. Specific World (Andoria) +1. factics (Anti-Pracy) +1.

Pick 1 Edge: Buld. Contact OR Ally (Andorian Defense Forces)

#### 7TH FLEET

You may have been a veteran or Woll 359. Inhor Nebula, or some other great hattle, this is a legendary Fleet 07.5.5. Constitution or 10.5.5. Enterprise: use Axanari OR Romulan OR Klingon as factics specialties; Intolerant «Klingons or Romulans) as they:

Professional Skilk Repair + 1

Pick 2 Skills: First Aid +1, Systems Engineering (Wisipons) +1, Jactics (Borg OR Breen OR Cardassum OR Oronlmont +1

Pick 1 Edge: Famous Event, Famous Thera, Famous Ship

Pick 1 Flaw: Intolerant Computers), Intolerant (Obsidian Orice) Profisi

#### BITH CHEEL

You explored the deep reaches of the Alpha Quadrant (U.S.S. Larragid, use Language, 12 point.

Pick 1 Professional Skill: Computer Uso (Resoan In-11, Energy Weapons (Cland Phoser 14), System Operation (Sensors) + 1, Survival Guyr + 1

Pick 2 Skills: Archair Weapons (Any) +1, Language, Terengi +1, Social Science (Anthropology) +1, Space Science (Stellar Cartography) +1

#### IGTH FLEET

You served in a variety of key tasks and redee in the "flagship fleet" (1788 Indeason).

Professional Skill: System Operation - 1

Pick 1 Skill: Administration (Statilizet) +1, € salt taovi +1, Entertain tanyi +1, History (Earth) +1, Negotiate

Pick 1 Edge: Ally, Confident, Cultural Elexibility, Camous Fleet, Innovative

#### 20TH FLEET

You patrolled unword space in the Tholian and Klingon frontiers (U.S.S. Yorktown)

Pick 1 5kill: Observe (Spott +1, Physical Science (Subspace Physics) →1, Space Science (Astrogation OR Stellar Cartography OR Astrophysics) +1, Tactics (Klingon OR Tholian) +1

Reaction: +1 Quickness (if Quickness is your favored reaction, add System Operation (High) Control +11.





#### 22ND FLEET

You were on the most line against the Romulans and the Borg (U.S.), Leungton

Pick 1 Professional Skill: Computer Use dayasing--1 System Operation (Sepsors) -1

Pick 1 Skill: Language Rumulan Tactics Borg CR Romulano - 1

Pick I Edge: Mort Some of Biocetons

#### COLONIZATION FLEET

You tailed the terrator daily and settlement of dess columes (15 § Hotemian)

Pick I Professional Stoll: Repair Juny -1 Survival will's El

Pick 2 Skilbt: Administration (Engisters of Constitut) alis - Little Science, Bolany, OR, Zoologa, > 1. Hamotary Superior Court - F

#### EVACUATION FLEET

You inded in ringrous as emption and resultement partialines (15.5 August

Professional Skill: Nysteren Observations at communications OF Hight Control of

Pick J Skill: Administration Logistics of Inquire - 1 Medicine Epithanoslogy - 1

Pick I Edge: Ally Contact Meticulous Species Present

#### RAPIO REGIONNO FORD

belong consequences and short breakly beed short recrything first with the caust and dight was fur red tipe (155) Interpose of CSS Fredor

Pick 4 Professional Skills: Select three professional skills of your branch or ease profession, and add Level in each, You may not select it c some skill. 133 100

Pick 2 Edges: Ally o'Admiral Eukazama: Competitive Courageous, Earnous Event, Great Stamma-

Pick I Flaw: Arrogant, Enemy Eurothat Face. Intolerant diplomats Proud Reckless

#### Optional Premetten Bules

Among the factors that influence the feet of a series is the speed and mature a promotion. Years players enjoy recenting up the ranks of course but this leaves some sticks questions—a 'rew full or untowals will be hard-pressed to find any plausible adventures to go un? For whatever reason, your Narrator may not wish to

## TABLE 3.1: RENOWN-BASED PROMOTIONS

-	
RANK	RENOWN REQUIED
Mettern Gal	- 4
(Jevienant	
Sectional Community	12
Communder	16
Captelin	20
Each successive flag rank (see Table 6.	1) 10

in a game (and you may not wish to play iti one) in which after two or three episodes at average experience tevels, everyone can potentially go up two ranks by picking two Promotion edge upgrades, the following spite of optional rules alters the circumstances, and the speed, of promotions to change the feel of a series

#### Openitial Rule Renowa-Based Promotion

Some Namitors and players) may prefer to base promotion solely on a character's actions during the series, cather than on advancement picks at the Promotion edge they may use this optional rule distract

The Promoton edge can no larger be picked after chain fer creation ends. In other words, you can buy if during character creation, to start out as a fregrenant. rather than an energy for example), but connect hay diwale advancement picks. Promotion now depends solely on Renova which you may "trade in" floring the arbancement phase for an increase in rank, as given da Table 11.

After Tracking in Removed, you lose any Removed expended to perchase a new rank, and continue with the remainder, hadding it up to eventually trade in furthe next rank, and so torth. This represents the tradeoff inherent in going from "that heatenant who saved the drift to being just another beutenapt commander. schools expected to save the ship-every now and again. For example, Gendenant Washington has nicked upthe politic of Removen saving the galaxy from glant space amorehas and phasering nown Romulan infiltraton, he trades 12 of them in and gets a well-deserved promption to lieutenant commander, leaving him with 3 Renover points and a burning need to go scour the quadrant for more evil to thwart.

The Marrator may also require the candidate for promotion to pass a successful Renown recognition test (see pages 148-149 of the Star Trek RPC Player's Coude). with the Personnel Office at Stadleet Command (a TN 15 Receiver effected to get a promotion approved, (The personnel office can like assumed to have an Intellect of 12 for this purpose, giving a +3 bonus on the attribute. test. If the recognition test fails the player must wait until his next advancement period to try again. For our example: Eleutenant Washington's player tells the

Narrator that he wants to trade in 12 of his Renown points to increase in tank, Lieutenant Washington's cut-Jain on NPC) approves, and submits his request to Personnel: Between Treatement Washington's Renown (15) for a +2 modelpert and the Personnel Office's brains (+ b) be die roll takes , +5 produter, with a further 1 to the IN since-both Staitlert Personnel and Ejeutenant Washington are in the some profession (staiship officer): The dire come up B. Which is a 1 Catter the hours. which doesn't gage make a TN 14 (15 minus 1) Lieutenaut Washington has to wait a while longer for that promotion, hopefully he'll get some more Renown. to the meantime. (Narrators may wish to substitute the officer's convinueding officer, fleet admiral, or other sigrigid and NPC for an impersonal Presonget Dim e, adjusting the stats and the 18 to match? The Remown test requirement can be used with edge based promintion as APP of course

#### Opported Bule: Slower Promotion

Yes at seems, odd that anyone would want to advance more slowly than the current rules allow. However, players and Sanahir may at Frondract' together to spend more time exploring their current preshore in Stanfert's rank and tile this might be impostant in serial series that require a continuing tand tank static read or in episode rules which are afteropting to keep a coherent feel throughout 101 course, many players slorit particularly care about gesting promotions when they could be learning near skills or garnering cool abilities neither Chekov nor Kim ever secured to softer any real harm by being ensigns for an entire series, after all in these circumstances, this optional rule will make some that only players who really want promotions get them.

Each rank costs a number of upgrades equal to its current Promotion value, for example, going up to Ligatemant (e.g.) (Rank 1) still costs only one upgrade. had going from Leutenant (j.g.) to Deutenant (Rank 2) costs but opgrades, and going from Lieptenant to cientenant Commander costs three! Since you only get use packs with any advanta emegt, and an edge is two picks you will have to "bank" your promotion appendes for more than one advancement to go up in ank for example. Altera wants her character, replement Communicer landoy, to go on one rank to commander When his next advancement comes, she akes her five picks and buys two opgrades cat two sicks such to her conent Promotion Ledge (With the seffector pick, she adds a specialty 5the must want for for next advancement to buy two more upgrades, and thus allow bredoz to become a full Commander at last.

Norrators can slow this process even further by unmassing the upgrade crist per tack, similarly, they an slow down Repowth based Proportion by increasing the Renover cost per rank.



Distribut has long been the tipst melting put for Endogation security. Even from Its first even aswager as both a space agentery Secretarity. accepted tobaccours and \*loosed officers from other worlds In the 22 nd and 2 tril centuries the differences of ship design, life suggest, and eriscommental controls to say extring at the peachingle problems welding house approves into a sangle fatteticining crew - kept most ships "single species" with utily a few exceptions

the thir late of the century being ever the perfectage of replicator technology the or y emboring out-Instructions, and allow technology cal desergoused made noglic species coass peosibile. Although Thronges stad make opethe impority. of stational authors, award aging hoderstanti spesier suti pontti provide as some poster ships flint boxest their caste tudoje soites and characters on command past hens than to Stable Cover accords. carlete and otheres hone man quites Bapeans terrogs, and king as have severif as the destress here

#### In the Galact

Regular

Telfar te

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Thursday.

Dround technic stapped to have tarly time between aftern in years Citizen the result to the softmaps todays sum same Redeptiving games have no making hadget or rather

have an obtuite one fat the species of the Stay field RPA. Morre Cambe Betazonts Humans July and Volcans and west likely to service Startlert, but a great story time carriers plant the purseence or any of the otlars. In the catastrophic wake of the Dominion War, for example, it wouldn't be unrealistic for dissalts. heat idealistic Cardasstatis to polist in Startleet is a way obsevering hes with a tailed past. The Announces courber care Startlest carles, appear in the Star Ires RPC. Sureafor's Course in this book, we present right new species with strong Standard traditions for for ther test out your series' dispisity All right are suitable for player character these mornibers

Kennember that members of revery species learn about their case native infince before joining

# TABLE 4.1: NEW SPECIES ATTRIBUTE ADJUSTMENTS

SPECIES ATTRIBUTE ADJUSTMENTS Bellen -1 Strongth, el. Agility Contouron +1 Presence

Deltes ol Perception, ol Presence, ol Vitality Grazente

+1 Presence

+1 Agility, +2 Perception, -1 Vitality

- I Vitality - 2 Presence

el Presence, - Vitality -1 Strength, -2 Vitality, -3 Presence

Startlern all starting characters receive twice their foreflect to skill picks to use on the relevant knowledge and tanguage skills. A Regular character may pick a Specific World knowledge for any of the Regulari columes as her homogyanthi

#### BOLIANS

Presonauty the typical Botan is gregarious, bardworking and mesonious fishing copy cooperates work of all kinds, this can make their basybodies or where the work earl going well worrywarts. When ships are down bowever your analysis count or a Bolian, then selflessuess is togethelate.

Partical Delicinestina Robots are blue springer breathants at the consider arthurantus

blood channels is contipablile with Ambutons high turn for Vincatio

Halforythia C. Bolatus D. is a strongy occurry versid orbiting a real dwarf star-

Company thoughts in the example has been the explane and confict from planet early shapeg out into three superposers, iter a few contours of symple. The three markins made test contact each a pair of warting planets. Den and I zor where quality nearly plurified Bolatus Double good to active Totalistely terleratan explorers were also to design the situation, but behalf ballocal real ties presented them from surroughedes, to a reconfessing and 2020, after Bream side sample in many and otto names sassed the possible of 1 and from the conflapor of there share those made adverse a transporting and participation work and heartness have stood them well is to be decition mentions.

LANGUAGES, Midam Jordenston Standard

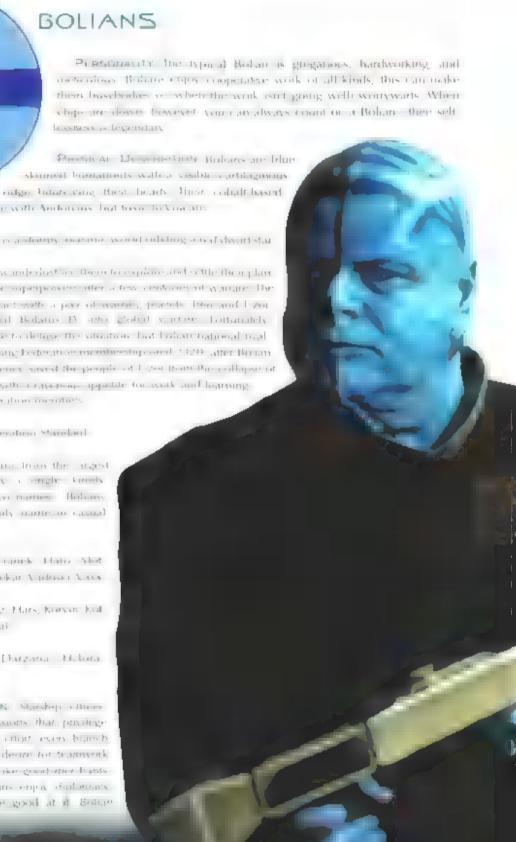
COMMON NAMES & Holand from the sugest continent Rassou take only a single knowly name other balance take two names. Balance faces or street clerift mult see also a carrier dettalise

PAMILY NAMES: Arteste Trapolis I faite Most Partial Ross Tamelor Tamelor Andres CASA

MALE NAMES: Boog to Thirz, Hars, Korson, Edi-Moran Mot Rim set Visual

FEMALE NAMES: Albe [hizana Habita Althona, Sylifia Vailer

FAVORUM PROFESSION Stuckey - Inch. Bothers work well in professions that privilege group cooperation and group effort, every bases by of starship service soits their desire for teamsress. and structure Boleans assumenase great mer bands. scientists and soldiers. Bulgins enpay declarates. and some or them are quite good at it Boscan-



nationalists have occasionally joined criminal gangs such as the Orion Syndicate—they make good logues in those cases.

Species Adjustments of Strength of Agility Bohan muscle fibers are looser than those or most humanoid species, due of pecubanties in their circulators system. However rigorous pursuit of team sports and better kinesthetic sense keeps them in and agile.

#### Species Almeres

- F. BONUS EDGE: ALLY 2: The gregations and sociable Bolians are always making triends. Every Bolian characterican begin with two Allies.
- Description of the state of
- SELFLESS: A Bolian gams are additional Courage point irent any action that risks his kile to save that of another. Thus, it a Bolian spends 2 Courage points to diviinto the path of an oncoming mugate and knock his captain away be recovers 3 points when the Narrator returns Courage to him.
- SMALL GROUP DENAMICS: Bolians are natural facilities to small-group dynamics. They receive a +1 species bonus to tests of ill Enterprise skills and to Inquire fraterpizes and factics. Small Unit tests along with any team Gamers or figure forces.
- Le Works Well With Others: Robars also excel is being led in groups, each Boltan participating in a combined test arids a further +1 species borus to the combined test. The tracks with the Coordinator edge abuse: a Bollan leading an all-Boltan team would will +3 to combined tests per successful participant.

#### MOTABLE BOLIANS

Para, the man of Rollins was, consistly asymmetric formation of the triportite court government for the Rollins; to join they admitted. Rollins was formation. Rollins was formation, the Rollins; to prevent global year during the second of the Court, we made on the formation of membership, man the Rollins; to the Rollins of Alabard Granks; had the Court Standard for the Rollins of Rollins of Rollins of Rollins. How work was the track and the court formation (Basical Rollins) and the Rollins of Rollins

#### CENTAURANS

Personality Centaurans value peace, beauty, thought and spirituality. They preter long-term thought and planning centered on cure moral principles. This can make t entaurans somewhat asceral, or even hesitant to act.

PHYSICAL DESCRIPTION Centaurans resemble Humans down to the mitochondrial DNA level Lancha scans indicate that Centauran and Human stocks diverged roughly 400,000 years ago; Centaurans mus have been "reeded" on Alpha Centauri by the Preservers or a similar species

HOME-VORUD: Alpha Centauri IV, a beautiful ringed planet orbiting two stars is sellow dwarf and an orange dwarf of a frinary star system.

Containe Centarians seek out beauty throughout the galaxy where they find no beauty, they to, to make some this attitude spurred the development of Alpha Centauris most tamous technological discipline, terratorning, and as favorite ait form, holography Communants treat in ologies as art forms, attempting to create harmony and beauty, these skills were crucial to the Centauran eitors to rebuild Earth alter World War III. Warp drive inventor Zeiram Cochrane moved to Alpha centages and became a planetary here there, as well; Centauran diplomets anded faith in unifying as governments and finally banishing the specter of war from the Human home world. Collective memories of shannful. rights abuses during the terrible Plague Years mutivate the Centauran people. They have sworn to never again. permit themselves to allow the loais or the majority to override the sacred freedoms to the individual. Any discison that favors expediency over principle will draw spirrted argument from any Centaurans in your midst.

tentanane see themselves as long-term thinkers. A taxonte proverb says. "Worry about tomorrow, and today will take case or itself." To embark on a course of action without exhaustively exploring all of its possible rationations is completely irresponsible. On a startup, the habitual hesitation and introspection often proves to be a Centantan's worst enemy. Some Centantans and a difficult to unhesitatingly obey a single order in an emergency situation, even a sliver of a rause can be deady, so Centantan starship officers staye mightily to overcome this habit. On the officer hand they empty a positive image as farthinking rear-echelon strategists.



#### LANGUAGES: Centauran Prime Tederation Standard

COMMON NAMES. Common Centauran practice puts the personal range first tollowed by the femily name.

FAMILY NAMES: Adera, Asophas, Hirm, Liscar, Boyo, Larkan, Myrrin, Palmer, Skaelas

MALE NAMES: Abar, Gan, Jenn, Sautan, Severin, Vax, Zetrani -

FIMALE NAMES: Arinda Dana, Hosta sathar, Botel, Ballot, Shakna, Shorat, Jara

FAVORED PROFESSION Almost any Tike their Human consins, Centamians fill a dazening variety of roles within Stanfeet. They avoid the carriers of rogins and solders. However, Centautan culture greatly rewards secondary and invalids, and

Contaurage make escellent diplomats and stacking counselors

596CICs ADJUSTMENTS - I Presence Coclamans tend to be more affactive flori average Unionis, possibly as a result of earlier adoption of global numbronal minima. They action do not called also tends to impress others.

Secons Amorros

- :- CENTERED: 1 entangans get a +2 bonns to Williams possibly as part of their Human horitage.
- 1: EMPATHERE: Centamons are colourally concerned with others' emotional state. Centamons receive a set species bonus to influence. Negotiale, and Persuado tests, that Centamon takes the Pringic edge, she receives the Lorpathy skill at level 1 torage.
- Sion: Focus: Agreeous trained and materials in aestheta's from clabillicid, Contagraps get at 1 sportes homes to all Craft and Unterfailt skill firsts.

#### NOTABLE CENTAURANS

Count Assertion the full first medical american who ended the deventoring Plague Tools, this for stientiff from tached in [asling precent the plane), services the lifest Specker of the lifest plane. She wastly the manner, harden of the Cententees people undisor life the symmetry mains the topic of the Cententees people undisor life the specialism that my other twen after classes floor manner than

Copising College without U.S.S. 45mon several active Class-M. placed a Three May other Metalogs in the 23rd confury had represent the commendation for the Supremer Court States and startists for several active several sev



#### DELTANS

PERSONALITY: Among themselves. Deltans are relaxed, contortable, sensual and receptive to each others' officests, meets, and emotional states. Non-Deltans do not a wave react well or predictably to a constant bath of physical and emotional support; among outworlders, Deltans can be study formal until they form close friendships.

PHYSICAL DESCRIPTION Delians have no surface hair except for eveluous lashes, and occasionally) a very thin layer or soft down along arms and legs. Other than this they closely resemble Humans or Betazoids. Delians are on the average slightly shipmer than Elections and their cheekbones ever shapes and jawlines are slightly more symmetrical. Humans and many other humanoid species, often and Deltans quite afficiency.

HOMEWORLD Delta ill orbits a small blue-white star in the Seta Quadrant. A world of small, forested continents and both tropical islands evenly spaced in a warm ocean its three large moons create complex, unstable tides.

CULTURE Obita IVs unpredictable boss and otherwise hospitable ecology combined to create a culture at once polygiot and unified, although many nucrocultures evolved or the planet's invitad islands, they could never meant isolated long enough to developed a very open sexual culture; stranded manners were often adopted into large group amours to blend genes once effectively. Brought together by his of was and geographs. Techans learned to get along with each offer by necessity, with a nurturing planet and a low species buthrate, wars over resources were almost unknown.

Dellans were also pushed in the direction of cultural onds is their genetic predisposition toward empathy and other prome abilities, their ability to feel each others' painsouth made war also even serious equationally-scarning argument unthinkably impolite. Unlike other psionic races. Doltans' strong pheromones made theor physically woulde to bide their emonants, the small gave them Avec eyers time. Their culture evolved toward a global ideal of supportive nurturing behavior based on time-honored Deltan sexual openness and a deep rooted serve of species and personal security that out even their encounters with the Authorians rapid eventually the other stadaing cultures of the Reta Quadrant) could shake. Their sore concession to a dangerous galaxy. seas the adoption of an Oath of Celibacy out of necessity (and simple politeness) when dealing with less sexually-mature spes are and cultures.

LANGUAGES Deltan, Federation Standard

COMMON NAMES. Deltans use a single name, felling indisoluals apart by context, it incressors

> MALE NAMES: Dro. Gemkon, killi, Lona, Muren, Niros Raen, Rro.

> > Female Names: Alla, Elen. Eren, Ilia, Inala, Ogron. Ouna, Umia.



FAVORED PROFESSION Starship counselor medical officer or llight control officer. Deltans also make excellent diptomats or scientists, especially in finguences biology or planetology. The nator Deltan religion has a strong mystical component lotter field to sexual neullation, empathy or healing.

Species Adjustments

+ Fercephan + Presence | | Vitable

Species Asiertos

BONUS EDGE: PSIONIC: Deltans automatically pussess the Psionic edge see sta frek RFt: Players Cambe page 1310

- EMPAINY: De hins gain Empailiy 2 at no cost and main froat that skill as a professional skill (or the purposes of skill selection and advancement 1405ags with Empathy 4 coan take the skill Ahad Afeld froat as the Valuan species afolds.
- NAVIGATIONAL STRISE: Deltars have a knack memoring lighting expectably by single-and bridge. They decrease a companies because to any Survival Chienterman are Survival. Water Navigation, less and a companies and Scalero Operation. (Navigation, 1988). Although common Deltars process the Source of Derection origin it is not inherent to the Operation species.
- PAIN REDUCTION: The Ordan technique of pain restriction allows a Deltan enhantition case the pain and training from wounds or docase. Treat this ability as a skill, starting at level 1, which can be advanced as a professional skill.

the Delian character must be told to loach be farget with the bare skin. Pain Kerka tone is a foll round action, the character makes a Pain Kerka tone skil tost and adds her Pajame modifier, the target may charse to oppose this test with be. Willpawer or Mint Shield although this rarely happens. To the empaths selfton ofter pain redoction to the unwilling, it the character succeeds the wound of other training afters the target at one wound level less; a Wounded target would perform tests only at the Intured penalty, for example. The wounds themselves are still present and any turber many restores the target 80 the true, wound level with full penalties. Deltans cannot perform Pain Reduction upon themselves.

PHEROMONES: Deltans continuously empty pheromones with a broad enough spectrum to atreat most humancial races. This grapts them # +1 species from to Influence - Charmi tests and # +3 species from to Influence - Seducor tests. Seducing # member of # less sexually-mature collections.

tote can be dangerous, however, an extraordinary success on the test gives such a victim an Addition las the flaw) which may manifest as obsession statking, kidnapping, murder-succide a other breaches of ethes the Deltan Outh of Celibary exists to prevent such impleasantness.

#### MÖTÄRLEMELTANS

the newspotes on the first revenue to the officer of the following the f

tion or present inputation guided the power through the translational decades from their existing which with the Andrews of the 1875 to follow, when the translation of the College of the

#### GRAZERITES

PERSONAULT Grazer to any optionists and placedly contident with high sub-estern. They make the snap decisions being thoughtful and contemplative by nature. Crazentes are hard to anger, and seldom show it openly even it fairous. Grazer tes paster consensus to conduct, and are distressed by others, unbappiness, Extremely patient and highly resistant to be redom. Grazerites except at tasks requiring a long attention spatiant close detail work.

Paysica: Description: Grazentes are heavily-built benamous but not unusually so their thick hide has a flat layer of high all over it usually amber in order byt what being and black Grazentes exist, as do pieladd or motivationes. Grazente tagail testines cockede a pronounced deeply tomovert brow and a become smoot five slighter covering browns which may can be too methes or length a own their skull. Current tashion calls for a tight biting child coval by cover the hours.

Homewords: The planer Vacca IIII is planet or large, call confinents and temperate climate orbiting a velow dwarf stansormanifed by a probesh hydroges, male? This have sits much or the harmful radiation from Vacca, while increasing solar healing Vaccas as write tender a fement world.

Compate the basic social mutuaning the Conzentes is the good a conglomeration of anisobers from a hondred to five hundred individuals who work retay out and animate fogether. They are pitter related to one another by blood. But woods consisting ontirely of unrelated arrhyalidals also exist and behave no discountly than their more common counterparts for exercise one centers on the group bot the individual pursues for example as a concept askeroven to these except as a lope or one of Varia III's prestignors a miscord competation symposics the equivalent of an ademies for Canagarie diplomats, standing new and scientists.

The open place the printing rule in raising, fatoring, and shoftering of Canagarie children. Although, angendes usually return some affection are their blood raising, all adult numbers or the open share quality in

of Cazente childen Although mazendes usually telan some attention or their blood parents, all adult members of the opset share equally in bold casing dates. Herds of adult Cazentes carefully shelter the young time eyes the mornal dangers of Viera III, and smoker them with love, fixed and attention. Cazentes grow up emotionally secure and certain of the forago salary of the universe. With the birth of their first child, Gazente parents attain of the universe. With the birth of their first child, Gazente parents attain and in Varia III's consensus democrary. Exe all emporant Grazente occasions a communical utual anyolying

he entire igosof marks tirst-birth

Conventing compact three long and following together as agreement comes easily. Grazerite debates, such as they are: resemble long winded rodomorgades an which each speaker agrees with thy last while siightly restating and century the previous arguments. Grazentes can while away endless hogas in this aishion, mever getting hanced, sudemark agreeing with each other for nous while jointly ambling toward a consensus. Their self-image asscintillating conversapopulists is not shared by other species, but they prospet in Sederation governmental circles.



CANGUAGES Grazerin- Ferleration Standard

COMMON NAMES, Crazernes combine their given individual names with the names of their upsels to form a single hyphenated name.

UPSQL NAMEST Algor Benfor Gentur Invo.

Mate Names: Dolig Dashul Jareshi Johnt Uljet

FIMALE NAMES: Harate danael, Liris Urlesh.

FAVORED PROFESSION
Ingineering lempts must Cravettes
whickness in Starthel although must then
become science officers especialistic in life
science of planetology) media d officers or
csens section officers. Crassic Starther
Cravettes onen pursue diplomatic carees.

Secons. Altrust Ments of Presence Grazentes deeply nobacd sense of Calin below others to become calin relaxed and trinking in their presence.

Species Apilities

BONDS EDGE EXCIPTIONAL CONCINERATION: Grazerius are skilled at maintaining their roles through lengths periods of delated meditation.

- BONGS EIRG: THICK SKOTE Clescombed from horned highwares this edge is the literal fight for Gazzantes.
- 4: MIRD PORTICS? Grazeriles are distributed agreement atth consensus and sensitive to shifts in group equation. Crazeviles get a claspecie change to any Negatiate su Personalis test lovellying george of sentient beings, they also measure a 14 species bonns to Social Science (Anthropology) and Social Science. Political Science nears.
- Hitte: Coaserties thick leathers skin dethers? points of kinetic tire, or consistent damage per affack. It does not affect their resistance to still fallbough see Block Skull, above, somes, or other mergy afraiss.

1 - HORNS: Grazerite horns do 106 s. Strength modified building damage in unarmed combat. All Grazerites begin with it skill level of pulava, the traditional Grazerite unarmed combat method, contently on the osc of horns to smash one's opponent off-bal ance. If descends from the primitive contests Grazerite males used to fight for acrosssion to, and leadership or, the useof, Polava exists solely as a Grazerite abbeta stort, similar to faith wrestlings it is an Unarmed. Combat, skill, based, on Strength rather than Agildy.

#### MOTABLE GRAZERITES

Federation Council for P2 years, and were served President with Federation in 2371 Mission and the Federation in 2371 Mission in the Federation in 2371 Mission in the semestary individual slights, and semestary inspects in the deviced in marginary in the marginary in the marginary in the semestary in the semest

h wiexy

#### REGULANS

PERSONALITY The screnge Regulary's calous collected and groungly criticalitabetic Regulars dishler conveling, dut, noise, and disputationsness. Some Regulars can seem toucky or purkly to outsiders, and they remain non-demonstrative of even strong transiships. However, mater Regulars put a senier of thirationsness or banter over this provate conversally when dealing with now Regulars.

Pressure. Descriptions Regulans are slightly shower or the hips and class than Humans, but well muscled on their aghler traines. Regulans closed resemble letter refines, with that moses, fore mounted eves, fored ones, pronouncing come recent long rads, and skeek for ranging from deep black to Jawny. Lemaic Regulans tone to have longer manes that males.

Howeverteer from their point planet of Regulas V. Regulats have settled a number of colony worlds, including Asia IV. Ladvanis L. Regulas III and Laveti III. Regulass from any of these worlds conserve in Stanley.

Curround Regulation convert from a normal productions with many currianties to the smaller harth teline species and represent the representation of the smaller harth teline species while reason the curve providing across himselfield at square kilomaters of total and product and other relatively fixed to extreme Regular confidence advanced much shower than Laufes and of the Regulation Laufes and other telebrated the theorems are than Laufes and other hardest the transport and the Regulation are specifically provided by the Regulation are provided than Laufes and the Regulation of the response of the Regulation are specified than the formation of the provided the transport of the Regulation and the Regulation are specified to the respective to the respective to the Regulation of the response of the respective specified and the respective to the res

He discrimal theorems or loss propolation densities cannot be leaved to bollow up attacks cannot the Regulans to spread out over a market of planer, about immediately after the war, Regulans or arter to a contain with a market of cares, inclining the Omers and the Lorens is faring this exciting, fronter out.

When Regulari and Trobration stape first met in 1249 it only took a tex years of discussion for severations of the twenty Regulari radiony worlds to a company Regulari VI into full Tederation, nember stop, Regularis merged their Regulari Sky Navy with the testicianions, standard, and have communed to provide a dispulpiortenate symptom of Startlers courst interput responses and highling captains ever since.

Standard Regulari Standard Indenation

Continues Name's Regular names do not tollow geoder patients although they are traditionally passed does through family lines. A Regulari son might be named to be owner or a daughter has her great mich.

REGULAN NAMES: Firms, Kirmer, Allmore, Pikyre, Rikonal Rimort Serel



FAVORED PROFESSION Starship officer, especially security and communications work. Many Regulans also enjoy the challenge of science, reveling in the hint for new information and knowledge Regulans also work well to intelligence branches except for communito units, Regulans make only fair soldiers. Regulan culture has its share of mystics, since individual communition with the divine is a key femel of Regulan hallet.

SPECIES ADJUSTMENTS: \*1 Agifity <2. Perception =1 Vitable. Although they retain much or the spughtfiness and keep senses of their hunding an estors, their anck metabolism and relatively light build lessens their ability to take a cultiminus provisionent.

Second Administra

- BONUS EDGE: NIGHT VISION: Regular eves are optimized for highl intensilication, thanks to their americas night hunting babits.
- Widt-Spectrum Hearing: Although not as sharp as Videan hearing. Regulates can be in sounds to ultrasonic and substinic requertaries. They also have excellent sound documention abilities, and get a relispected linear to all Observe distanciests when attempting to refl sounds apart from each other.



Marie and the series of the state of assessment to be the series of the

Emere it. I p. tyacir must known wechenologist, and fumous in independential historical circles for her paperind that thereins and far her observe in fauries was in important development of some washing culture as bizarra laguage. She upoclasive in their discoveries, after hundian all important finds in fundom their if a traininging and publication.





Prespirate to beliance argue and delegic scale like their delaght and spiration comes from a powerful detector beliance the attention of the attention of the transfer of the attention of the transfer of the transfer of the attention of the transfer of the attention of the atten

Provided Disability well gets are short works to the formations with distributed piglise sitents below bearly executable with horse ridges. Their or ranges from when to dark brown, their skin from pale pills to deep black. In these empty wearing bright, greats a better provides to all their mersonal taste and now architect light in the area.

Header Archet to fell just be a constitution with the experience the sold are subgrant of the sature traiting

Carriage the fellower constant recosporate public arctime, surether secretarize of information as the high est accomplish works at some S. Secondas that they believe that all problems exist to be surveit expectably player and ones, fell rules to section or constant are not or constant. The prospherical third tender to the patients of the matter and constant or section processes a strong either decide oscillate to wall.

aitheach core feiture present a strong others unto twin it be will respired it benefit it provided. Many leibutes us a his berengant their love of praykets and function to be also be comed with its coalk your arm of along is not the format of a bound state capitalism is into advantely continuously and property Although they recy not some any stress of the Tederation's most popular merchas steer has seen began tellande President of the bedictation. They are among its most loyal and productive Lagrania Reference Standard Figure 18 Notace to Handes haddoonally only have a single come in the container slower intomig the Federathan, more tasticognitic and modernists, lellarities take two manes offerenceing male and renderal random. MALE NAMES: Block & Borok, Corp. Cas Lague Caralid Kans Tannie FEMALE NAMES: Hosen Uliabat tanger Cardini Melbernt Merbren 1,7\*51511



PAVORED PROPESSION SURShip regimes lellarites love all things overhanical and intribate they also find themselves right at home as science officers respectably physicistphoenists and practitioning of either hard, sciences or operations cocers mansporter, hiets especially fellatites also rease excellent mer chants and scientists organic primardy in bard sciences and mathematics, fellarites who done not mai they be note their committee. organization and higher rathers becoming PREDDICT OF THE COURT OF STREET Ships on even Lon their own order toward reining especially signifying

ENGINEERING TRAINING: Every Tellande receives of all levels of school. A bellande research at all levels of school. A bellande research at the begin found one Engineering skill selected by the playor.

Ext-HAND COORDINATION:

Jetharite brain-eve structure
and the siightly higher adrenalate and acetylaholitis punifurrion or the fellarite limbin saxtens both contribute to better than-average reflexes. Inflantes have a c2 species water to their Quickness scartom.

TSTRABLE VISION (effortee-cases) introller
of tyrios
of tyrios
of tyrios
objects saab as much buttomords by the darkness.

Specific Accordance values of Presence Physically stordy, fellantes consists for less species inhal of early and their abrease personalities than't help

SPACE ABLUE

- . BUNUS EDGE: GRAL STANDA: The satisfic forested
- in BONDS EIRGE Stille FOCUS (Citartsman): fellardes bases a section attrody with Desiding and repairing one-hannes describe probably due to superior senses of relative collaboral dopth, and density.

#### HOTABLE: (ELLARITES

Toron arbeitscher Sentier und die entre betreise den den Sentier von Konstitution in 2160, utserheisen Sentimition in 2160, utserheisen der Sentimition in 2160, utserheisen der Sentimition sentimition der und einer eine Sentimition von Sentimition von der Sentimition von Sentimition von der Sentimities von der Sentimition vo

Georgiogen his cureo jet specificans designer and memberly because hand of Starfler's spice idealy reasonates a Starfler's spice idealy reasonates a free large free for the residual product of the residual product of the residual free policy and free large free policy and free large free policy and the residual free policy and the re

#### TIBURONESE

Peresonante liburonese project an easy going seasont, herbotistic image, blorionese emply respect without termility, and honor those with open usuals. However, their desires can easily become drives, a dedicated single moded liburonese is far from the contrade tion in terms of middle seen.

Physical Description librarouses are aberthan average biomanoids ranging in color from reddish rap to pale guident some librarouses have trait stripes on the back of their heads brands and legs. Idealouses have large, elaborately thinged cars and sport a ross of thy body professions forming across the bead and though the neck. Many though not all librarouses of both seves share all body host inforces trait their elaborate styles.

HOME worsely librariese are between the unitives of fibrium and those or pical, another Class-Ni planet in the same system both placets have completely are than t

Currons, the highly be highered to selectly or the Iduminous is a thirst congression and is conquest. The war-like, authoritisan to the planet Idumin to a war-loop resonance lounteen continues ago, the Spiriture has or the Control and Iduation with crockly allowing the infantions barbers. Zura for our dust afford the reading or general experimentation, on the Tabutonese populate However the harvest discountered their captors temptors there exists are graint about and eventual the advance. The Daily limits and except a total cultivat medicional their continues and extension for following orders of a compile eigene that no longer was to call the state as elected if and a fine the Daily replaces population interfaced with the Confirmation and ending the caste system that calls but be confirmed and ending the caste system the Confirmation are confirmations.

Miningly for Fibosomes reproduction or consense the second for an appropriate annual contradictor broaders for the second planet above after the looding and developed by the Coale The year of Newton and others for the avoidance of the resonance beauty dependent or other and labor events device, memory the labyronese thereefter to pursue only by and phenomenon the longitude contradiction of the formation phenomenon to be former than a mediated culture. Commons that over reference on technology that secale and the Damburges It does seem to have suppressed they minute systems. The normable and deadly discuss or province or years unless to happings of thousands of thousands of thousands of thousands.

fortigiately librariance high to briology remains well able to contest any problems it may have created iDibeyran was a turned out obsure and teast his assective blue wessettent the anistaction of contrasts as a crossal phasine. The pix cot a ambitour or treatment of phasiner remain blue anises of time. They also delight to sole verting intellegant or authorizant register. Every second the Lederation in 25.29. Inhumous representatives on the Council or an Startfeet constantly urge it to take a more active robe or hyposing despote index. To timos Tiburoriese Pierr are self-excessity higher values than the non-adotterence do time of the Printip Directive.

CARRESTANTS DISSESSED FOR PROPERTY STANDARD

COMMON NAMES Throp wese take a surgername

MATE NAMES: Becitive Covery Shirting Septing Sevent Acidonic

FEMALE NAMES: Alari Esta Soiva Ricka Hamili Norri-

FAVORED PROFESSION is some officers or engineers. Profess of one of the most intensely technological cultures in the federation. Inhurcoese have pients of opportunities to study advanced scientific techniques even before prioring Sandeer. Stany filiuminese become scapped—and their case going charactural makes their natural diplomats or toyable rogues. Inhurcoese colline does not on buy, a my station.



Services Abilities

Iduntaises executives

- AMIARLES mendly and comfortable with others all filamones, gain a 12 species house to Influence et transcortuffuence (sector) tests.
  - GAMESTIC Albanoriese endroire copees admissements. Diffuriouse emac take a 11 species bottos cur any Caming skill test
- i. TECHNOLOGICALLY ARTER As the product of the federation's most reclamphilic culture, filmnonese characters for occurated species borros to System Operation or Computer Cse Stalls.



#### MOTARL TIRBEDUESE

Man, the Therenese constants who moved married things Superein in 1154; began the Grand Subversion that transformed Thuran from an occupied planes in the nource of all cultural transformed planes are made and prevails galle image. There is no married to the married planes of the basis beautiful.

Live Leaf, never upoly to make west to make the process of the following of the follo



#### ZALDANS

PERSONALITY Zaldam are inherently territorial and brusque toward thrise they conceive as intercopers or outsiders. However, there are new more mends than a Zaldam who has "adopted" your Zaldams empty band work, is precially hard mental work. The Zaldam ethical yorde of compilete and total brogesty memos that they don't "get" sarcasin or nony and optim sceni orde and abrupt to non-Zaldams. Zaldams consider even elementary social composins grossly inde-and immoral, although they accept Stanleyt discipline as a multiply necessity.

Physical Description Zaldans are body immunoids with thick main less and an extra layer of sub-inferious for The average Zaldan is taller than the average Eloman, and can additionally be distinguished by webbed targets and trees Zaldan skin color ranges from goty the form to prodush while their type often from deep brown to platform and On dust. Zaldans diess to leathers socially from each with type.

Howeverer Zaid Atalium V is a cold, oceanic would orbiting a white major-exprence star Zaldans mustly him in thoroughouses drawing process from ocean theoretic coverage and hydrogen position. Zaldans muse ment from season and harm the heals of majore maintness on Zaid and to liberate appropriate kelp.

Circional Zalidans evolved from aquate mannerals, and retain a strong territorial cand social instituct. The difficulty of developing high technology with a popula-

not as low tand a land a cscas small as 2 dd5 kept the Zaklaos at a prinntive tideal state for wallening to two the country of alice colonists the Kundon apset this baish expubblished. The Etimbar attempted from viber the natives: training these order land at Still cand presiding kninden offges. and religion while using the Zaldans to construct the thrating copies the templon used as usining and Japping Stations. Unfortugately for the Knotking the Zahitans territory if apaperts remained infact, are bellion test by one Roull Leeses, planed a neigotk of edies, knocked the bandlon standard out at orbit and compretely bluested the planet by 1916. Successful, the most extremed robots purged trees, hoper and every knowled. owl new layer that bluck herbourging years ait begund but, to toker continues later, the exhausted Zaldajus clowly unitied under the manyle pa-Lees to" thought a code of complete, within hing formsty in all matters personal and governmental. Examining Eurobon technology, the Zaldania developed warp drive or CMB and propediately excompleted a Centionan treaditor. Although the Zadaus' puckly demission proced challenging for referation diplomats. Zall became a full member of the LdP to 23.9. language, or faces of the kindon have ever been found in Lederation his time, if or venological records.

Compression Zahlam Terleration Standard

Consider Names. Zalidans use two names, but both are redividual, one is chosen by the parents, the second by oneself upon teaching maturity. Some Zalidans use only their "mature" name in adultional. Zalidans dis not use Group houses at all.

MAIE NAMES: Dated Trainet Tres, Rendon, Roud, Samton, Termon, agrees

FEMALE NAMES: Aleish, Cosanoel Famen, Gamanul Maheshi, Salika, Ontde

of time. V Zaldan rate bold his breath for idteen minutes over and above the amount
contened by his Stamina. After
that time has stapsed, he must
make a successful Stamina texation test every minute, rother than
every normal or suffer the effects of
diamonas: asphysiothem, etc. See page 328 of
the star test &P.C. Startator, Gaude for Stamina
test CNs and other details of the drowning and

apphysioteet rules.

FAVORED PROCESSION An command position Zalitans love the independence and opportunities that command brings and their tribal nature makes their surprisingly effective and supportive subordinates once their confidence is wan Zalitans also make excellent science officers and explorers Zalitans make very prior starsher counselors and tew or them serves a medical applicant eithers either

Frechet Adjustments

11 Strength 2 Vitabily 3
Prosonce Toughened by their
harsh world Zaldan strength outlots
mately also shows up or their interes
personalines Zaldans manage to
otherd eyen more species than
fellantes or Vultary no mean text

Species Apilities

BONUS FORD EXERTISE MEDICINESS: Caldio biochemistry is highly efficient source devolute to digest the incredibly dangerone and often form Caldio kelp

BONUS EUGE: UNVILLIBRIG: Zaldan Falling and sociabilitiogy both encourage firmness

#### MOTABLE VALUANS

Terring Render surrently comment in the property of the surrent of

Language Sanjan is the Colonia approximate an the Federation Council, and places the only Zulden fiplement is again to the Colony Sanjan has managed as the limited fiplement for the Federate Sanjan should be succeeded in the Federate Sanjan should be succeeded in the Public Sanjan should be succeeded in the Sanjan sanjan should be succeeded in the Sanjan sa



#### OBTAINING EQUIPMENT

STANDARD PSSUE

It has logg been the hallonade at that any quarterproducts that any and every tressient rate his accomplished with the standard room repulpipent عصروان والماد والمستحدد فيردخه and a tricorder, plus a medikit for the charter. Many an away featur hourterrant rager to local his men down. with verteron outgoes and gdl packs. just in case. Just beaut this tentating home both from the first ordered. It isn harm less incluting for being fine; starship logs are full of planets pact. tied, cultures, midted, and Avenulan It sustates larded with politicity more than a phaser-II and a sufficiently testband on the temperature controls 16: VII.al To get a very ourse or one optical the stimbul issue kit before responsibility representational startless. doesn't like to tisk leaving technical. gear behind anywhere, especially onpromise worlds the losar precedent still workless (your on a published plands. basing state or thread Endocation to hindogy fall into the wrong hambs Roundan spies of Onon Syndicate springglers, crodes the bederation's entired design and engineering edges over its rivids from galaxy with replicators, nothing

romains "Jup secret" to long his Sandow works have those home truths drifted auto them by Startled Command, and first officers have to report any and all "probable technical only loss of contamination" under Kegulation 2007. Furthermore, ship captalised on July became don't tent to promoter Startleer officers while depend on gadgets instead of guts brains, and trestoid.

MISSION ISSUE

Lowever sometimes the paragraph eless of the meston demand some thing extra lotestigence operations. reconsissance missions, and chart ing and solves intrators on primitlyplanets do un actorially galf for sperialized superflance or security gran, Millfary and detense missions asspectable during the Dominion Want can see the load out changed to phase sitles or even top-line military gradestropens such as those of magnetic distillegiator or the refryon palse lauro her. Emergency response missions might regone specialized medical technology or topic held generalors to stibulize caweans or stop atmusphere leaks. Dago source than history a transfator, capitallis hate to lose coess. If the mission realby trade requires a pione of oranja prout, the captain or first diffusor will go to the end of the galaxy.

can range from facting out lens't lactar diplanted to either parting at the diplantal to either parting at the diplantalic presentation to preventing an authorak of Rigellian lever, the equipment standing officers carry can vary widoly. This chapter gives some inpressorbandingle allouds to the Stanffest inventory, and gives stassing officers the lowelows on why they may there



#### ENGINEET MILES

The specific rates including the obtaining upwished papipases during the property of the specific rates and specific rates and that your character was bring a manuscripter and (ADD on a mission. It is a partie of the specific rates and the second rates are to parties to make a habit of corrying them.) Science was to a larger of the specific rates and the specific rates and the second rates are specific rates. It is a specific rate of the specific rates and the specific rates are specific rates. The specific rates are specific rates as a specific rate of the specific rates are specific rates.

In partyxe of mission the life applicated represented to the terminal (Starsbingers and 1915, for mistary missions, Tactics (Ground) of (Small Laje) consultatives. Administration, Should a Crew consultative consultative of many sindenses of the party of the first officer—possibly involving offermals for the way of presentation of the first officer—possibly involving offermals for the way of presentation of the Marrator?

The rate the least and for a series with sitting a profession assessmenting the track in particular desired as regulations, we may find be satisfied for all these forms point florestern who make the chief.

personal content in a product that indicates in Personal tests in the formation of properties of personal for the appearance of the personal for the appearance of the personal for the appearance of the personal for the personal for the personal formation of the personal formati

Crimical opposition to the present of the present of the present of the property of the proper

#### SCROUNGING

But it you don't have time in 10 in the end of the galaxy, and the first officer still doesn't see things your way, there's always a manging. Fair warning, this amply does not work on tightly-run well-disciplined stops. Captain leffico for example transfers scroungers in planetside duty after a summary having. And they're always cold planets too, i But other captains run their slops to other raylouns s'in cashinally, a piece of equipment might be as a lable from the engineering tocker or a triend might loan out something she has been issued to ther own mission. Even with isolinear computers, not every hyperspanner and ampule get tracked from his some to mission. Some equipment amply gets unomi-

Startber also has tew regulators against future emergenties." Startber also has tew regulators governing shore beave, or the ship treakes planetall on a civilized world with plentitu replicators or a thriving bazaar, you can simply buy a tot equipment as "souvenies" with no que strong asked by anyone. The bottom line, of course, a whether your mestion succeeded or not. If it did then the tirst office many overlook any minor tweaks to the equipment poster that show up.

#### THE GLACE MARKET

As an absolute last reson, where life and death and federation security are at stake many planets respectfully primitive worlds, and those outside Federation space-base a flourishing black market, Buying on the black



market alguest divides takes latinum counts and on course, be traced. Buying on the black respect six etalas-3 connection, semicone who knows someone streeting set you up with a few mever-heer brokerlest against grenades or an armoved shuttle-ran out-e opered by a sweet lible Klagan taly who orly used a to asside the neighbors can. Again. Startled togges upont as the All period spirites of all endeques of all the control all sections. come action objects throught throught other research power to ber However law bestermen experiences. bringly on the black process should be destroyed or regarded for year superior officers on that the looks your he hazed and the singgloss angle and prosted Hopefula the parsing of box and office ocally, senuncovered the ongot Onor pirates and their supply of illied iscittaggeni ilissintegrateri wee i come no finer ringht even get a promotion to a not place out of it

#### PERSONAL ECUIPMENT

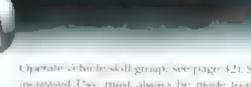
Carpiese Transceiver

SPECIFICATIONS: 6 - 2 To 2.5 cm, mass 0.03 kg

Discretions: Primarily used aboard 23rd-century starsyaps thus device allows subvised communication with the ship's computer or communications system without disturbing furarby personne. The device life into the ear with a miniature speaker broadcasting on ranges to the user's subvisealizations to the starship's

1/5 lettern nies 1/5 lettern er ge 1/100 lettern ber

17FM	PRICE (CRID IS)		
PIRSONAL EQUIPMENT			
Carplece transcolvor	175		
njectable translater	790		
ilight vest	4,000		
Rechet Books	2,500 (if available)		
Universal translator	500		
Medical Edulpment			
Anabolic protoplaser basic	750		
lasbelle pretoplasar, surgical	100		
Drug ampuls	10-60 i drug TN		
norgy scolpel	\$00		
Redical scarner	800		
hard trajular.	100,000 flinch market enfy?"		
syskolnicoider	5.000		
tesis backbeard	4,000		
ENGINEERING EQUIPMENT			
intigravity After	1,000		
alaren prese	625		
nplicates multibes	800		
forterun intucer	400		
SECURITY AND SURVERLANCE ECONOMISM			
amoullage hologenerator	9.000		
Angruphic setter	- 800		
arca field generator, portable	12 000		
Milder	14,000		
Weapons			
eldoet photo:	3,000 (block murket only)*		
somognetic disintegentor	10,000 (black market only)*		
hoton grenede	1,000 (hind market only)*		
hatan mariar	40,000 (black market only)"		
tot grande	500 (block market only)"		
etryon pulsa laancher	50,000 (black market only)"		





compliants thank we computer system. In emergencies is appear from a exercise read to continuous aterior reads with the ships computer without the knowledge of multimeers or ownders.

Russ: Using an earpine translerier is a System Contration test in \$1.15 shorter the solution observation as survivoralization. Overhearing a subsemplated instead that is an Observa Lister test TN 25. Earpine Cities convers depend on shipboard laborary computers or translation or regarding.

DURATHIN/ENERGY: 50 hours

RANGE ID kins

Flight Vest

Specifications: Depending measure oscilly 2 x 1 m. x 1 from mass 14g.

Discretion: A combination of sponting device emergency response verticle and constrained zero, the digit vest occupined a partial one personal or Startless excupined incentories. Challenging to use distribute monitors and dangerous to the ansatz of global or delimated the domagness of massless transport the domagness of personal digital has kept them propagate or conduct atoms and regular to the forms of personal digital has kept them propagate or conduct atoms and regular to the forms.

The hight cost is a horizonte sancker opens shooth wappperlaneard approximation in a mornal class. Marine so pled to a powerful ardine. In a mornal class, Marine so pled to a powerful ardine. In a mornal class, Marine so pled to a powerful ardine. In the origin, the vest cars some port a maximum of 210 kg of personger and cargo including the mass of the cost. Hopeoper at the cost or this more than 120 kg ofs top speed is reduced to a trible in a varioum the device adds a compressed gas projected and has at acceleration of 2 Gs technical to 0.5 Gs of carrying more than (20 kg) I says control the vest by consequences in the cost of gloves linked to the vest by structuring transcence. These gloves transcent the device finger marginals into companies to the vest All users legan brate membranes in companies to the vest All users legan brate membranes in controlling this close is

Rugs; Losing the digit vest reactes a skill test (18). To against the skill flight vest a skill while the Operate Jibin le skill group, see page 32). Skill tests out our massal. Use must always be mode to periorit any sort of complex aerobatics, including those needed to diagree weapon are. A high vest has 1 point of around hidamase penetrates the around hid one die every round; if the die cold is lower than the mustige of damaging has on the vest, the vest talk and the user plummers belighesely to the ground Every hid drops 5 kph off the vest. Sop speed, and 30 kg out its top carrying appears. If the vest takes our hits or more verificial tailing safety mechanisms some the vest to land immediately. If the vest takes seven hits or more, the vest tails immediately and the user plummers as above.

Di RAHON/ENERGY: 100 hours normal use, 10 hours or top-speed beary use.

Rocket Boots

SPECIFICATIONS: Roughly 30 s 20 s cm mass 4 kg

DESCRIPTION: Even more insanchy dangerous than thight vests, 23 of century rocket books complete anti-gravity projectors with young plasma rockets for getsoral proposition. Only highlysists continue to use them in the 24th century Rocket books can speed the floor at fift kph on a normal class to atmosphere, and support a maximum of 23 of lag including the second. They are controlled to box of it k interface, or by voice companied.

RUIS I sing rocker basts requires a skill fest (TN 20) against the skill Rocket Boots to skill under the Operate Vehicle skill group, see page 32). Complex aerobates require a test against both Rocket Boots and Compasts a Aerobates, and other sends the user into a toroble, which resources a further skill test against Rocket Boots. TN 20 to group them.

DURANOS/ESTRUM: 10 hours. I hour of top-speed heavy use

Universa. Transport

SPECIATIONS: Ni cos i form v 3.5 cm, mass (i.2 kg. Description to requests developed in the early years or september by 1.6. Hooki Sato, the conversal translator. I To analyzes verbal input and companie it with its longious chala baok. Instant translation is available between any or the mass thousands or Longiouse secret in the nonstator. This rainstantor is tally two way see both nature can bear the other's space but their own language. Although Studled commons at its and later combudges) include basic (1)s, away teams away more than ship's inguistic banks or dealing with universal languages corry pertable universal translators.

**Section** 22 references, present spe Cit designed by Innotetrant Hosbit Sates, each store IDD languages of a time by the 2 to Learning Tall I, Is hold between 150 and 700 languages 24th century UTs contain 1000 or many languages after a history architectury Cases. Forgett and Flueratt ones Individual mission.

# MISSION EQUIPMENT

# TRICORDER



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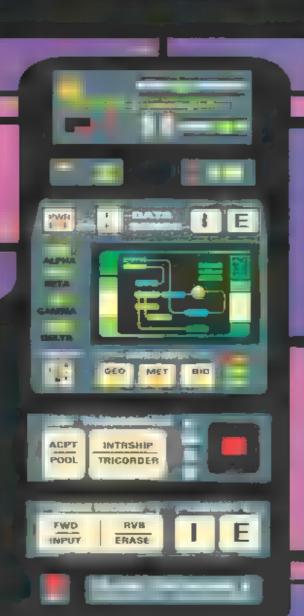
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CUSPLAY SCREEN MEAN LOTS ANY AMENINSHAL MINN, MELLIMING STATE THE OWN OR CERTURE OF THE THICKNESS. THE CORNEL STATES CAN THRU DELIVER AN MERCHEN, EXTRACOLET, SAME BANGERY ON DYNER MEPLIN TO MERCHE, BLUMBLE WERENE (MYST) (AF INC TANNAMEN THE MERCH, ALLIMINE WERENE (MYST) (AF INC TANNAMEN THE MERCH, ALLIMINE MORRISE (MYST) (AF INC TANNAMEN THE MERCH AND TRACES AND ADMITTAL METHOD OF THE METHOD

SECHA, BETA SAMMA, CELTA: PROCESSO LIGITA LET THE VERS MINIO PRECISE THE PROCESSO OF RECOMMEND (ALPHA), ACCUSA-MIN (RESI), PRINCIPLES (ALBERTA), IA TRANSPORTING (INC.).

WHOSE THE SPECIFIC HOLES FIRE COVER, ACCOUNT A SHAPPLE SPECIFIC METERATION (TRACEMENT) TEST (THE 6) TO BE PROFESSED TO PROFESSED THE LATER PROFESSED. BALLESS MAY BE EXPENSED IN THE SAID ENGINE OF LATER PROFESSED AND THE SAID ENGINEER PROFESSED AND THE SPECIFIC METERS AND THE SAID ENGINEER FOR THE SAID CONTINUES AND THE



# **ABOUT YOUR TRICORDER • 062495**

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SEA/MET/1800 THESE STATEMEN DREET THE BUILT TO PERFORM GENERALCH, METEROMAGNICAL, ON MAIL DESIGN (LIFE-FORM) SCAMES. WHICH MEET WITH MEAN MALACENT PATTONES, THE MAIT CAN CONTROL AND LESSONS. THE PROCESSING PROPERTY OF THE PROCESSING PROCESSIN

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EMPLOYED AS HOURS REPEAL REMOVED AND ENTIRELY FOR THOSE TAKES TO AMBIETED; EMPLOYED AND EMPLOYED AND EMPLOYED FOR THOSE TAKES FOR THE STARSHED FOR

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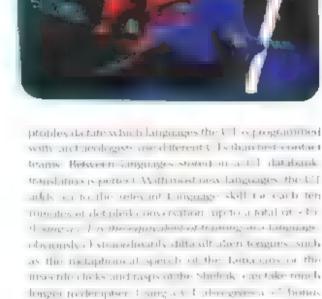
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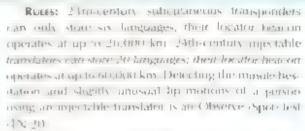
RANGE AT LODY overhear conversations from uphi fall meters assess

Imporable Thansiane

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Description: The baggest smarthack to surveys translatories then extreme visibility for someour wish, anglise appear on the acmores speaker of a targuage of importal temstitor is opened triplanted cito the user usually by hypespeny our time is no nonnocatorizing translating translates, solver-alized words, (Br. Br. Co., read speech transpiriting them through the extra lateria for ample cation, thus, the user seems to it spiralong the programmed language like a outrice or his natural some Most versions of the regularit star contain a miniature bear on for legging a transporter and sensor Cick porthe user

This next is originally known up the side utationis transpender was designed to allow federation author pologists and first contact specialists to live covertly atmong there while but to ealing smootheldtechnolog, Because of this usage translation impaints are shield erfament all some except three lossy range some son high those performed by a becommon english traceator or extensible powerful ones such as shipheard many and there are street more interrupted by the Language papers. spines and can affects that make use of the importable translator impiant



DURATION/ENERGY: 1,000 books - induction no barane

#### MEDICAL EQUIPMENT

Anguain Protoplases

SPECIMENTONS: Basic months! 18 x 3 x 3 cm; mass 0.2 kg harga almosfel. 28 x 4 x 4.5 cm, mass of Ckg.

Discurtion: the analysis protoplaser heals mediom sized and smaller wounds almost instantly every removing scar associations a fightly colliniared probaplasm stopulation beam over the surface of the mutre. company of the samples regards about A larger springly by the sum of the analodic protoplases is designed specificalby to head serious lightes, deep raps on transmight along to soms and other severe fraunta. This is taits planeing for eiger hattletieles or disaster ausz sometrisis nichtide the sargo al version in their mentical kits.

Rouse the Ison anabolic protoplaser cannot heal any year of laters or deeper than 6 cm of provides a closkall test because to mutualism based And tests in the bands of a feored medical professional afternoves upo-Would test at damage completely with only a Sample test. It can only head seconds or bodys up to 6. em long or deep. The surgical vession proyales this same beauty to immanated first Aid tests, but in the handoot at amerimentical professional at removes two Remod Levels of damage with a Rimiting fest It can only heat would be buins up to 10 cm long or door. take the derinal regenerator the anabolic protephieri can only be used ower per uputy

DOMASTICS/ENERGY: Rasic reported. 1000 hours a gridge. tion recharging Saugo at arouted 2 - bouts + induction. ordinging.

Energy Scolael

SPECIFICATIONS of a 1 has 1 had in mass of 1 kg.

Discreption: White Tederation meeting can solve many problems without the need for surgery, d is stillsametimes necessary. Emergy scalipels provide a precrossly controlled cutting beam of phaser-like energy. Longar beam energy scalines produce a line that rails exerything its its path. Simple controls on the side can vary the length of the beam believes to a suid 8 cm. for all point energy scalpels produce a single proportit of cotting ispurgy between 105 and li cm away from the eard of the device. This cutting point allows physicians to actually cut below a patient's skin without





actually making an external incision. In the 24th century, the hiphase energy scalpel combines the two types rate one multi-tool. Energy scalpels can out tlesh, home, which, and most organic composites and plastics, but not metal, crystal, hand rock, or other toogh materials.

**Reass:** A trained physician must succeed to a Medicine (Surgery) tost (LN 15) to correctly use an energy scalpel, Using an energy scalpel as a weapon catroniy be alone at closer than point blank range (8 cml; if does teld). Utlanage per round of continuous use.

(Authoritien/Energy: 100 hours

Medical Scanner

SPECIFICATIONS: 6 x 3.5 x 3.5 cm

Discourage A small podable device to obtaining immediate medical readings, medical scanners reached the height of utility in the 23rd century. Some 24th-century dectors continue to use them, but most have switched to the mois powerful and versable though bulkies medical tricoider A medical scenner does not chagness specific disease, but it does to otherwise internation on the patients heart rate, blood pressure temperature, and level of blood exygen to arbitron, it can accurately detect and localize significant interface or internal tissue damage. The information is displayed on a series of the readings on the botton of the relimiter of all deesers.

Rutes: Using a medical scalars takes I model and inquires a successful Modione skill test (IN 1D). Diagnosing the patient and prescribing heaptient may require further Medicine tests against specific special ties, depending to the gatteness condition.

DURATION/ENTROY: 100 hours

Neural Naurralizes

\$PERICATIONS: 2 cubic nieters, ones 15 foils implifibility control consoley

Discorrios; Dr. Simon van Gelder invented the neural geotralizer in 2264 to suppress or soften frautuation pronones, and remove yiolegi teodemijes, gribe tosage. The device consists of a child with a moveable hundred and restraints a dedicated negrological-analysis conspater and a sophisticated control panel. Using externely complex bioleedhack software, imaging (echnology, and some stimuli, the neural neutralizer scans and alters. mismones and entrations. Neural negativities are used in treating post-traumatic stress and other disorders on some ships, but 24th century Starfleet practice depends primarily on personal therapy from the ship's counselor. Neural neutralizers (with momer safeguards) remaincommon in sinitariums in the Federation and elsewhere. The Klinger Empire modified neural neutralizer technologs in the 21th century to use as a "mind siller" or "mand-tippet" for interrogation and tortuo; or suspected rebels or spies, but following the Khitomer Accords, it



has rejected such methods as distanceable. Starfleet intelligence believes that the Romulan Empire also uses neural neutralizer technology in this way: Cardassan todorers, with more limited technological options, seem to prefer the personal track.

ROLES Using a neural neutralizer successfully requires a Medicine (Psychology) rest (IN 15). (2 frd. century Klingon or 24th-century Romulan interrogators use an Indoctificate (Neoral Neutralizer) test, also at TN 15.1 A failure knocks the patient goconscious; a complete fathure removes 1d6 points at Intellect for the next week. (If temporary let drops to 0, or or a disastroops falure, the patient loses 1 db points of Intellect are A condist otologinos trop out montylosofallaros A carcreated use allows the user to triplant or alter einetions, thoughts, and memories with a second test, the equivalent of a paintic left. The operator makes this second psionic equivalent test as it using the Liminthy. or telepathy skill at a level of 1, plus the amount by which the user made his original skill test, or the Mind-Control skill at 1 plus failt but level frounding down). That skill-equivalent stacks with any actual psionic skills the user possesses, or a proon working with the ocural reutralizer's operator can receive the same bonus to use his rayu skills on the patient. The patient can resist both the imital Neonal Neutralizer test and the pslomic-equivalent test as a normal psicoic test; using either her Willpower traction or Mont Shield. skell. A patient using Wand Shield successfully can choose to reveal pulling. The fruth, or "screen memories," and does not take any intellect damage from the user's failures.

Executed Neutralizers +5 and an infinitely that inductrinate sectoral Neutralizers +5 and an infinitely (+3 modifier), the rolls two dice for an 6: his total coll is that 9, +5 for skill, +2 for the specialty, +1 for his attribute, for a total of 18, Since that's 3 above the FN, he would be able to make a psionic test to instill cowardice in Commander Docker as at his Empathy skill were +4, for read his mind for military information as it his Telepathy skill were >4, for over attempt to contends her to marder her capt in as it his Mind Control skill were +2. (As an



### TABLE 5.2 MORE HYPOSPRAY AGENTS

Those are some facther medications used by Startlest doctors in medical kits and starship sidubays. The IN in the Mblo is the IN of the First Aid or Medicine skill test needed to correctly set and administer the proper durage with a hypospray.

(Mary)	78	Berares	<b>Great</b>
Allaine	5	166+2 hoors	Removes regative effects & m allergy
Analeptic	10	1dú liours	Rennyes action geneities from Bezod or Injured policula; does not Suffect school Wested Leyel.
Apetrizine	15	t dá hours	Anesthetizes crimial nerves for power 3 Stan effect; a complete failure on the desage causes neural comage (-146 to intellect for 146 days); a disastrous failure makes this domage permanent
luine sine	10	1d6 hours	Stimulant: Confers 43 in Willpower reaction best vs. countries, bypon- tion, or any other coloning agent
Arithrazine	15	10d6 min/perm	Coalers -à la Stamina reaction lest vs. thata radiation/restores affrib ute reduction caused by theta radiation by 1d3/dese
Leinalyeikin	5	246+3 luon	Pain reflerer; colores action possibles from Dazed or injuris particular by half
Axonol	im.	varioble	Stee effect (equal to power 2 per dose); Volcons, Ferengi, and Romulass are at +1 to Stemina to resist; can also be administered in percent later.
la più les	M:	12 hours	+ lidé haves to Vulcus Stantos lests le resist boart discuss
Bouzocyatizke	15	4 hours	+1d6 bosos to Trill Struction tests III cesist disruption of symbiant-best functions
Çateline	15	146 lanes	Simulates aphylocite shock; forces on humodiate Simulae test against 30 12 to prevent taking 3 points of demage and a power 1 stan offect
Cervalian	10	td6 hours	Antirejection drag: confers +8 to Staming reaction test vs.
Chlorotoydride	10	personnel	Stabilizes injury; restores 1 point of downpt per desc; to be used it inspravoline is ineffective
Coradrengline	10	7do bours	Immediately halves all damage from frostbire and hypothermia
Conspillabet	10	24) MIN	the first of the contract of t

ndded bonus, that further, psome test would be at ~2 tor point-blank range. It Klesh is southing soft a regue telepath, that telepath could add the neutralizer's +4 to his own Telepathy skill.

A psion can detect an suppressed memories, implanted emotions etc. with a Mind Meld or Telepathy test-TN 15- or with an Empathy Rest-TN 20. Restoring memories, removing emotions, etc. can be done with either an extended Medicine (Psychology) test, with further psiumic tests, or with another stint in the neural neutralizer.

DURATION/ENTROY This device must be connected to an external power source.

#### Psychotricorder

SPECIALCARONS: As normal fricorder.

Description: The psychotricorder is essentially a highly-modified medical tricorder optimized solely to scan, record, and display the memories of a subject at any time within the last 30 days after which the short-term memory accessed by the device has tailed beyond recall, (Subjects with the Eidelic Memory edge)

can be scanned more than 40 days after the event.) Recorded memories can then by analyzed by a cumputer, viewed upon the unit's display screen, or transterred for viewing on a larger view screen. Recorded memories contain all sensors internation and subvercalized murmurs of the subject; they are not a complete record of the subject's thoughts or emotional state, and (for example) a psychotocorder record cannot tell if the subject was hallucinating, psionically controlled or otherwise deluded. The psychotricorder record also cannot detect whether a given memory was telepathically implanted. A psychotricorder can not be used on an unwilling subject, images of walls. blank space or engry shouts will till the recording. Athough there was a bilet flurry of psychotricorder use in criminal investigations after the device's invention in 2262, questions of reliability, usefulness, and civil rights prevented its wholesale adoption by the Federation. Some planets, however, retain psychotricorders as legal options.

Ruets: Using a psycholricorder requires a Medicine (Psychology east (TN 15). All TN penalties



# TABLE 5.2 MORE HYPOSPRAY AGENTS

AGENT	TN	DUEATION	EFFECT
Cortolio	10	Tái conde	Bonoves stor offset; steller to notherho
Dalaphaline	15	permusent	Removes one Foligne Level coused by palamic exertion
Desegratino	15	266 hours	+243 bases to Williamar reaction tests (or Academic regres) to recover lost mesocries; Carriessians recoive a further +3 species bases to this test
ermazine	10	1d3 hours	Stimulout; confers +2 Health per dose, resulting mood swings temporarily remove 1 Presence per dose
Hyperation	10	patricial .	Carding efficients; receives 3 Would lavely carded by carding signals.
Ispadrezine	15	day	Kalves healing time from crantal trauma
Keletope	10	property	Stabilizar farme restores 3 paters of fairs descript per desc
ectrazine	10	2ds hours	+1d6 bases to Standard tests to resist heart or kidney failure
.epartition	15	1.65 comits	Empore situ offed
Lexorin	15	1d1 beers	+166 bases to Willsawer reaction lests to overcome palouk effects; bolves any penalties to intellect-based tests due to fatigue ar wounds
Hestlern D	10	personal	flatidate to many socratories such as sopin or carees; romores all Vitality lesson, but looves subject furigued for 146 hours
Metrasene	10	12 heess	+166 bonus in Standard tests to resist heart disease or mindisc arrest; works only on iran-based bloodstreams (Human, Betazoid, etc.)
Harphonolog	10	1d\$ hours	Enses pain and stops convolsions; againshort of a successful first Ald- check for an incapalitated subject
Mrodextraline	10	Tới hours	Stuhillzes debydantion; halves debydration damoge; administered la solution
Brines V	10	11 hours	Removes any Per modifiers due to nounighbodiness; some patinits are allurgic to it
Ryetalyn	10	региелені	Antidate loz RigelDsa fever
Stekniko	70	1 di hours	Whenty supplement; redutes poul for fact
TH-ex companied	10	1dé hours	~1dő bonus ta Stambou tests to resist firtigue due to thin oir; olso bulves uny domage from asphysitation taken after injection

for noise, distraction, etc. count double on this test: it is best performed in a quiet, darkened moon with only the operator and the patient. It takes approximately 10 hours to record one hour of memory although skilled operators can speed up the process to "real-time" (~5). I'N modifier). A psionic can secretly resist a psychomiciorder by making an opposed test with his Telepathy skill, replacing scanned memories with take memories. Assuming the records are accurate, however, psychotricorder records can ease Medicine (Psychology) skill tests (~1) in ~5 TN. In diagnose mental ithress or trauma in a pratient.

DURATION/ENERGY: 100 hours or use, can record up to 10 hours of memory

#### Stasis Backboard

SPECIFICATIONS: 2.3 x .9 m. mass 4.2 kg

**DESCRIPTION:** An emergency medical device the stasis backboard holds a patient to a state of suspended animation until medical treatment becomes available the backboard is portable, allowing medical personnel to stabilize critically wounded patients in the field. A chronometric generator times graviton release, creating a miniature stasis field on the backboard. For the patient, relative time passes at a ratio of five nanoseronds per 100 years.

Rolls: Using the stasts backboard requires a Medicine (EMT) test (TN 10) or System Operation (Life Support) test (TN 20). A tailure will simply not allow the system to engage, stasis backboards have multiply-redundant crash diagnostics. Those fail-safes will also not allow a stasis backboard to engage for a conscious patient.

**DURATION/ENTROY:** 50 hours; indefinite with an extenor power source

#### ENGINEERING EQUIPMENT

Antigravity Lifter

SPECIFICATIONS:  $90 \times 35 \times 20$  cm to  $2 \times 4 \times .2$  m; mass  $10 \times 30 \times 30$ 

Discription: When activated, this device completets negates its own weight and the weight of the object it is attached to. The antigray litter is equipped with a





standard Federation endecular adhesion on: When activated, the antigray will bund tightly to any object it is attached to and will only release the object when the molecular adhesion onto deactivated to adiablem when the operator pulls the intigray using one of its two handles, the internal micro-gravity propulsion extern effectively negates most of the load's inertia. When the operator releases the handles, the device uses its internal propulsion system it remain completely stationary usually hanging in mole air.

Russ: Using an antigravity litter mature rechnology dating back to the 22 rd century is a sample system. Operations Cravity Controls test (17s.). An artigravity litter can life and negate the merba in a mass up to 20 littles its cost.

**DURATRON/ENERGY: WITH hours** 

Polaron Probe

SPECIFICATIONS: Uniform exhauler mass 1 kg

Description: A sensor instrument used to measure and manipulate subanison particles. Polarins can also be used to detect localized subspace amonthes and affect a torresticid spularity the pulsons posterilis charges a discrete beautiful adaptors up to 1.2 mls. Renugli the interaction hotsoem the polaron and the subatomic purcels the user can measure a particles position or vehicity as well as illuminate it for spectral analysis. Polarons have a destributioning effect on a limitality physiology, and can have a shape shifter to revert to its normal state.

Riggs: Using a polaron probe grants as 4 modules to any Schurce or Engineering test for the debs to a obsultation is particles, for dized subspace anomalos of polarized times tields. A polaron probe is also hands for Engineering and Report 1955, although its user is

already subsomed under cadequate equipment."

Using a polarion probe on a Founder requires an Energy. Weapons (Polaron Probe) test usee range below). It successful the Founder must make an immediate stamina reaction test at 5 or revert to its methal state.

Chiration/Estroy: 35 hours + induction recharging Range: 0/1/2/0 = 0 m

Replicator Multipol

SPECIFICATIONS: 5 x 3 cm cylinder; mass tl.4 kg

Descrition: Developed using advanced holoders and on meglicator technology, the replicator multi-tool is the ultimate portable tool kit. The device itself is a confortable handle which contains both a miniature replicator and torce toold projectors which work together to produce small amounts of holoders matter this consistable matter can be reshaped and formed, based on user command inputs, into an almost intuitivately of shapes and uses toolinear optical chips to this device store the patterns of freeably hondreds of different tools from knives wreaches, and screw drivers to interphasic alignment couplers and thorons in particular.

This device can reproduce almost any small hand heal tool commons used in the Lederation. Brough # cannot reproduce any tool larger than 10 cm, and no posses observe tool so has a laser cutter or photomic velder. Replicator motitoods are not commonly used on Startlest vessels for anse they have proved to be conserved unreliable where exposed to even moderate bases of several types of radiation. However, replicator multitools are mand to widespread civilian use, where the consenses of having one easily portable tool more than makes up to their occasional unreliability. They are also found in emergency tool kits found in storiege, for already on admost every starship and starbase in the feederation.

Rotes: Setting a replicator multifool is a System Operation diagnoscopy test ITN 10x Using a fra extended Engineering and Repair tests grants a F2 boros on timal test results capite its efficient design tessens the required orner, but adds F1 to the task's TN to every F1 Potency of ambient radiation to the area.

Digiation/Energy, 25 hours of continuous use

Verieron Inducer

SPECIFICATIONS: 9 x 1.5 x 2.5 cm. mass 0.2 kg

Discretions: I sing a short-range (I meter) vertical burst transmitted this device temporarily interrupts electrical fields by creating a localized feedback loop in the system. Because various systems draw differing amounts of power 8 is necessary to determine the correst harmonics to create the appropriate feedback loop otherwise the verteron burst lacks sufficient power to cause the desired effect. Verteron includers

70

short out any connected systems. Rears: Determining the verteron power setting requires a System Operation or Repair test for the systen to be disrupted. IN 15. This test will also allow the user to determine the length of the short up to 111 imputes. Once set activating the systemic indocer's a simple System Operation (factical fest alts in Noticing a verteron short is a 15-21. Observe Spot 1981 for a casual observer, and a 15-15 Repair test even for an engineer tracing the problem. As a general rule, the more secure the system, the more charges a takes to bloss out a simple construpance or the corridor might only take one charge to disable, the door controls for the brig or the satety geerides parthe antimatter care would take as many as too or twelve all in doubt the National care always told 2db to assign the meeded

short is self-contained and temporary, and will an

bleaving out the system in question Duration/Entities 50 charges

# SECURITY AND SURVEILLANCE EQUIPMENT

power lead,, An overload makes the short more notice.

alde and risks spreading the clamage or permanently

Camoullage Hategenerster

SPECIFICATIONS: (IU. x. 30 x. 50 x to mass 140 kg.

Discription: Designed in the land 3 of century based on the next holodest, technology, this device property a halograms around are area up to a his pisphere it meters in illameter such as a catop or a graginded algothesialt. Diese osade the hologram can see out normally, those outside see whatever surface the holizgonerator projects. from nothing the a colorital pudey instrupping of uninviting marsh. Advanced some builds prevent sounds ausade brain traveling cost of the Isahitehl. Advanced modets and 24th century and later ladd a bolomatter terce Belth capable of minni king the shape texture, and apparcal mass of an item, thus giving the holographic illustrasolidity Scientists or assaultantin prophers usually sex their combadges to the force field, allowing their to pass through it at will. Meltiple hologenerators slaved together can caver a larger area. These devices are commonly used in lengths hist-contact museum anthropological or biological studies, and covert operations

Russ: In order to continue with the Treaty of Algeron hologenerator illustring can be masily seen through with a fricurder scan or system Operation Sensor test at TN 10). Some smagglers illegally after their hulogenerators with antisensor thoron fields baren fields generated by the hologenerator can withstand 200 points of damage before collapsing



Dotation/Express: Unbreachable interioristic produle good for 1 year of continuous operation.

Holobese

SPECIFICATIONS: 100 x 70 x 60 cm, mass 300 kg

DESCRIPTION: The holobase is a higher more sophisticated and than the camouflage hologenerator it contains a hologeneratia as above, as well as a holoemitter capable of producing custom holomatter interior scales furniture decay of cand replicator in opable of creating (bols, food, spare parts, etc.) The holobase can also iiii-made vacuum-scaled and climates on notified, although that lossens as useful lite without prior modifications and extra power packs, A holobase can extend to a usexument of B x B x 6 mpters.

Rents: A holohase, with its murti higher power consoroption is even easier to spot on a proorder scall than a standard i amoutlage hologenerator to System Operation Sensori test, CEN 51

Directos/Exercit United chable microlusion had alle good for 1 year of continuous operation, or to months against headde atmosphere or 1 months in complete cold and vacuum.

Chagraphic Sensor

SPECIFICATIONS: 13 a, 5 x 0, 3 cm. mass, 0.05 kg.

Discussions: Utilizing a modified visual transcriver assembly coupled with a phased neutrino syaveguide carrier agnal, the evographic sensor allows the user to see detail objects through solid matter this device nitibers neutrinos to convey the video signal, which a standard subspace transcriver assembly reassembles into a visual display matrix. To using controls on the unit's foresting set the waveguide inequency, and bence the unit's specific factor. Thus, for example, an exographic sensor set to a range of 50 metrics distant will display sisual data only at that range, no visual information could be obtained at 25 or 65 meters distant, unless the sensor was adjusted. Certain ultraderise materials, or subspace unenterence prevent the use of this device.

Russ: Using an exographic sensor is a System Operation. Sensor test (TN 15). Adjusting an exographic sensor takes a full round. The maximum range of the exographic sensor is 200 meters.

DURATION/ENERGY: 900 hours

MISSION EQUIPMENT





### Portable Force Field Generator

SPECIFICATIONS: 401 × 2 1 × 71 × ms, mass 50 kg.

Discurrion: Standard Federation force helds do not permit the massage or penetration of kinery, revergematter, most radiation particles, or any energy except visible light and small amounts of CV and IR. Most more fields can be tuned to admit people wearing keyed transceivers in devices such as combadges, tricorders or PADDs. The more field will then allow them. to walk in or out of the force held, using its sensors to conform exactly to their bodies, so that their entry or goar will not highly the rower field's alongly, weak Portable. some field generators orgate standard torce torals in oneof three standard patterns, a solid of force extending to a maximum of 10 meters on a side, or anti-direaches. the walls, editing, and floor of the chamber or corredor. trewhich it is activated two such walls on there than 6 meters apart, with the tores held generator between them, or an autiglit sphere it meters to champter which in practice, usually forms as an autight dome 8 meters. to dometer and 4 meters high centered on the generahar. The mela reputation eiters above prompte or objects chaight in the field's rosmation zone out of the field. force fields will not cut things in halt.

Retts: Activating a tonce rold is a System Operation. Shields test (TN-10), and a combat action. Adjusting the settings, resetting or restarting the generator after a field coffapse, or changing the field's admission defaults to eliminate visible light or to admit oxygen is a challenging. System Operation (Shields) test (TN-15); all

Heavy Disrupt

1446+150

such testa take tive minutes. Portable force fields cannot be polarized—you cannot set a "one-way" shield that allows you to fire out but blocks incoming disruptor bots. A portable force field will take 200 points of damage in a single round before collapsing.

DURATION/ENERGY: 1.000 hours of continuous operation

### WEAPONS

Holdout Phaser

SPECIFICATIONS: 10 cm long (in sections of 3, 3, and 4 cm , 0.15 kg

Description: Designed to the easily disassembled to escape detection, the holdout phaser has been stripped down froits essential components. It consists of three distinct parts, saturn krellide power pack, prefire chamber, and emitter housing, Individually, the components escape detection by most sensors (an Observe Soot-TN-25 to spot on a casual ar nonspecific sensor scan: a sensor such as a tricorder set specifically to detect saturn krellide is at TN-15 to find the power pack. The modularity allows for rapid assembly and disassembly one coll-round Repai: (Phaser- test at TN-18). Conceal (Conceal Weapron) and Steight of Fland Palme skills get a +5 bonds to tride a holdoof phaser. Haldout phasers are used by away feaths on police-state planets, and by Startleer Intelligence operatives.

SETDNGS: 1-1: standard beam only

DURATION/ENERGY: 100 charges

RANGE 5/3/0/37/28/20/0 (II)

### Isomagnetic Disintegrator

SPECIFICATIONS: 128 cm long tube (S.L); 3.85 kg

Discurrion: This large, shoulder-mounted weapon recembles a 20th century Earth baseoka. Much of the technical data on this weapon remains classified, under Startleer Security Directive 24168.9. Using a portable magnetic charge inducer, the weapon tires a collimated beam of isomagnetic energy which disrupts the target's electromagnetic field. On low settings, it affects the target's inner ear, effectively stunning the opponent. On moderate settings, it causes temporary impairment to the target's central nervous system. When fired as its

4	TABLE 5.4	PHOTON GRENA	DE EFFECTS	
	Power	Setting	DAMAGE	Effects In Blast Radius
	1	Elush	special	All homogoids (except Vulcans) without special eye protection must make a Unidoness reaction test at -8 or be blinded for 1d6+7 minutes
	- 2	Moory Stee	Terms:	Short of Committee I have all players for 15 playing
	3	Heavy Thermal	3d6+12	Mells most metals
1		Name of the last		Physica of Investile



Everything explodes into rubble





highest setting, the isomegnetic disintegrator changes the targets proteine change reducing it to a cloud of dist and static. The heart after that it meter character area upon impact. Unly front-life ships on active inditary duty keep these weapons to their amories.

SETTINGS: See table.

Duration/Energy: 4,000 charges Range: 5/50/105/145/+40 mm

### Photon Grenade

SPECIAL ARONS: if cm champter sphere; mass 0.2 kg Disciprion: Photon grenades emit large lights of the same rapid midion particles which are found in phaser beams. These grenades may be set to explode upon impact, at some set altimole above 100 ground, or at some preset time, up to 9.99 boxes, after thes-Impact. Both the power level and the blast codus of these greenales may also be carefully controlled. Hey have two different power settings and may be set to after t everything within a radius of between 1 and 10. meters from impact. However, darage is not absocs. presse so people and aligness a meter of two outside. the blast raction will usually be somewhat affected by the filast rethree the damage by one setting for every meter beyond the blast rathus. As a general rule, only ships on active military duty keep these weapons in

DONATION/ENERGY: LINE USE

RANGE TERIORNE: TO TELEPORTED TO TEACH FORGE INCREMENT INCREASES by +1 for every +1 to 5tr modifies.

### Photon Morrar

fired artificities

SPECIFICATIONS: 40 cm living, 8 cm thampler tube on a tripred base, mass 1.2 kg

Description: The photon mortan are photon or sten grenades. A miniature graviton accelerator fiside the mortar propels the grenades with a large amount of precisely controlled force. Photon mortars are usually almed using readings from an orbiting ship's sensers or a fricorder to System Operation. Facticals or Hexas Weapons (Photon Mortan test (TN 10)), but a necessary they may also be aimed "by eye" to detect theses.

Weapors (Photon Moda) test (TN 20) or an Observe (Spot test (TN 25)) or by forward observation by another attice: dreat as a combined test of Observe (Spot) at TN 15). Firing a photon modar is a TN 5 System Operation (Tactical) or Heavy Weapons (Photon Modar test As a general rule, only ships on active military dut, keep those weapons in their amories.

DURATION/ENERGY, 500 shots

RANGE: 400/808/1.500/2.000/+1.000 meters

### Stun Grenede

SECURCATIONS: B cm diameter sphere: mass 0,2 kg
Discursion: A variety of the photon grenade, stun
grenades can be set to produce Light, Medium, and
theavy. Sun effects (as phase) first over a radius from
3 to 10 meters. These devices have limited military
application but have proved extremely useful in controlling nots and similar large public disturbances; the
Klingon Loupise now makes much use of them on subject worlds.

DURATION/ENDIGHT ONE USE

RANCE (TRIOWN): 10°10/40/60/cf) in teach range increment genesies by +1 for every +1 to 50 moduling.

### Terryor Pulse Louncher

SPECIFICATIONS: 1.15 condong 3-DR L nevalume, 6.2 kg. Discurrors: invented in the 2370s at Startlent Tokyo R&D, the tetryon pulse launcher is essentially a band-held version of the pulse phaset mounted on starships, as powerful as a shortlerraft mounted placent When the tregger is depressed the weapon lires a cal-Imrated seam of tetrson particles which rebrighd from the target to the unit, providing range and sector intormation to the arquisition sub-systems, giving the first a - 2 bonus to bis Energy Weapons (Pulse Fauncher) skill The televoir pulse launcher incorporates the safety interfocks and subspace transceiver assembly common to standard-issue phasers, it is incapable of firing contingous or wide beam settings. This is a classified, milday, weepon, use tor any but the govest emergency or military authores is restricted by Startlert.

Serross: As phaser settings 1.1. Ites; for each additional 'Mi charges expended, increase effect by 600 cube feet of rock

DURATION/ENERGY: 4,000 charges WANCE: 5:60/115/175-450 m





Although its others are the core of Startheet, and the single guratest tactor in its too regist and cap shilting. they don't get much done williped starybus to truth, the assence. Martinet officer idelized his ship as any has "by amount wet ave Physidian of South ever did ships are homes fredresses, bringerals, and inspirations to those who springer on them. The fiveight of abandoning or destroys ing, ones ship in the form of duty is one of the most painted that any others can face. This section of decises the same themselves and the way they work together to make up a Startleet.

### FLEET **OPERATIONS**

his keep. Shirtleets ships out of changes and transit them in the path. of danger are the fixer, contractictors tasks of theef Operations Developmentered at Lyndle, CALL CAMPAGEMENT 1 | | unnet Operations place and manages the deployment of all result in Startheet. This includes assigning starships by a particular organization Hest making personnel assign ments and selecting starships to tolt II consumers responsible for either Stunblenet estitueiene 9881-1 Astronomical Science Operations Startlert Medical, and Startlert lottligence, for the most part Hard Operations republishes a brotivial trieges of element decide school Stadler should do it divides whethorshodual ships can accompieh the measure decised by other agencies while mesonizing ethciency and reducing overlap, the Chief of Efect Operations is responsible for maintaining the preparedness of the floor as a whole. Among the CTO's most important duties is to keep accurate records on every starship and creamen in the floor 1 sing these, the Rest Operations Central Records Office makes sure every

Sussered intellergones its regularly scheduled maintenance exclesiond estes coessoan tempos cipios in has frameing

Flort Operations serves as the Ratson between milwidual Startlers cont and Startlent's various agencas and branches, and those of the Frederation and its members Should, for example, the Valenti Science Academy meet a Startleyt. ship to examine a newly discovenert star three would pass a negrest. through either the Volcan anglussadot of the Volcan Detense forcer to Startler Command Depending on whis asking, the request mightgo through Statler's own Obserol. Research and Exploration, or directly to Fleet tips. Lither way, Clees Operations there cannel pates the question with the flightin-Command. Offers, two for awares missions can be combined if a nomber of astromoners wish to study the satisfe shat, they can all beassigned to the same ship, or it ORF has already planned to survey the star, the Volcans' representative can be added to the expedition-inprogress. All Fleet Ops decisions, of course, are subject to the standard mund or emergenmes, trootier cristis, system furtures, frame Chiefs interventions for their own invstertous emits, and so little beince,

### FLEET ORGANIZATION

Within Startleet itself, the means of organizing commanding, and deploying ships both individually and in groups has changed somewhat over time. Changes in the Federation's resources strategic posture, and strategic doctrine have altered the fleet organization from a highly individualistic dangenous task torce model to a more comprehensive fleet model.

### The Task Force Model

From the earliest days of Starfleet to the mid-2270s ships regularly spend weeks or even months out of subspace relay range. Capitains have to think for theniselves, and come to rely on gut instinct and first-hand knowledge of a situation. This habit of independence also sets the precedent for capitains including themselves in landing parties that continues into the 24th continue on many ships. Startleet Command can only coordinate missions at loog range, and often sets up relay chains" or ships to define cargoes presonned or even messages one to the other along the front er, cruising along a general flight path until they located their successor in the mission. Finding another starship

without specific coordinates requires a Tactics (Space) or Inquire (Trail) test at TN 15 or an Administration (Starflee) test at TN 20. It may also require any number of System Operation (Sensor) tests, and a not insignificant amount of pure fuck.

Given the logistical impossibilities of close coordination in the 23rd century. Starffeet uses a "task force". model, based around small groups of ships assigned to operation neighboring sectors. The heaviest ships. and later Constitution-class starships, operate on their own, patrolling large sections at the Beta Quadrant, and slowly charting the frontiers of the Alpha Quadrant. These "single-ship task torces" put in at starhases for shore leave, retit and resupply, and to handle any significant emergencies such as disease or courtsmartial. Once these tasks are complete they return to patrol, in a new stretch ## space assigned by the commodore at the starbase. See Table 6.1. Startleet Flag Ranks, for the term "commodure". When possible, they contact the mearest starbase for instructions, and often piggyback off local planets' communications grid to boost transmissions back to headquarters. This is usually a System Operations Communications, lest at To 15. Standard practice is to "hand off" a burst of message traffic whenever encountering any other Startbeet vessel; thus, slowly (and uccasionally redundantly, orders and reports travel both directions.

The other reason for the task torce model, of course, is the continual shortage of ships. Stanley explorers expand the trootier in all directions; the amount of space to cover dicreases as a cube function, while ship production in the early-replicator era can barely keep up arithmetically. In the mid-2260s, only 13 Constitution-class ships operate at any time; Starfleyt as

### TABLE 6.1 STARFLEET FLAG RANKS

Nate: This table supersedes the text box on page 239 of the Star Freit RPG Player's Guide.

23en-centure Rane	Marchan Rich	SOCIAL TEST BORRE	Properties face favet
fleet Admiral	Fleet Admiral	×5	10
A Company of the Comp	and the second second	-	
Vice-Admiral	Vice Admiral	+4	8
Company of Reality	Steer Admired (upper hell)	el el	
Commodore	Rear Admirel (lower balf)	+3	6
Heat Captain		4	

Once promoted to admiral, on officer printerily advances through seniority, although the Chief-In-Command retains broad authority to make personnel decisions. The two "beloes" within the Rew Admiral radi. Indicate which 18th of the seniority list the officer's notice appears in Regardless III rank, all admirals are indicessed as "Admiral" by Starffeet protocol During the 23rd century, the term "commadore" refers to app officer of the rank of captain or fleet captain who commands either a group of ships, such as Commadore Robert Wasiay, or a starbuse, such as Commadore Jose Member. Similarly, the more rough-and-trumble nature III Starffeet ups (and much smaller number of flag ranked officers) means that seniority plays a relatively smaller role in promotion. Hence, during sories set in the 23rd century, the rank IV Commadore replaces the rank Bear Admiral (lower half), and Rear Admiral (upper half) simply becomes Rear Admiral. The rank of Fleet Captain, hold by Christopher Pike and Garth of Izar, is also used during the early 23rd century as a quark of hunor, and is the rules equivalent II Commadore, except that it requires III or more Renown points as well. With the disapparament III Fleet Captain Pike in 226th, Storffeet afficiently entired the reach IV fleet Captain.

# SHIPS OF THE LINE



a whole can muster only 150 capital ships during this era, the vast majority of which patrol the Klingon and Rumulan neutral zones Local names such as the Andonan Deteose forces pick up much of the slack. but only Startleet can bandle the worst crossy. Hence, the heavy cruisers and explorers must juggle tasks from planetary surveys to diplomatic functions to stopping invasions-increasing the need to make decisions on the spot, since there is hardly any standard procedure 'to full back on. The system works, after a fashion, but only at a terrible cost almost every Constitutionclass ship tacget unimagnable stresses and dangers. and securities is were destroyed in decimated on duty Only the stark heroson redependent spirit and sharp minds of Startleet's officers keep the fleet flying through the dangerous middle of the 23rd century.

### The Fleet Model

By the 2340s. Startleet organization reached a crisis point. The full exploitation of replicator technology in ship construction meant a vast expansion of Starffeet capital ships (passing the 1,000 mark in 2392), which spread out on an unprecedented course of exploration. contact, and expansion throughout the Alpha Quadrant As long as the Federation remained at peace, the organizational snarls and spotti communications could be overlooked in the name of Startleet captains' traditional incependence and initiative Certainly the gallant and completely unauthorized act of Captain Carrettan sacrificing her ship to save the Klingon outpost on Narendra III parel dividends far intothe tuture, and other acts it less dramatic, were aqual-Is heroic However the Cardaman Way of 2347-2366. and the Tholian War of 2333-2360 strained the system past the breaking point. At Startfeet Command, Admiral Tameko brought his Bolian genius for organization to the groblem between 2340 and 2350, are developed the fleet model that lasted, and proved itself through the Dominion War and beyond

In Taneko's ileet model. Startleet organizes itself. into fleets each one comprising amound 150-200. ships under the command of a Fleet Admiral who may hold any actual rank from fleet admiral to rear admir-

rate usually based at a starbase. The "flagship" of a fleet is simply the ship hest suited for command-and-control. functions in an emergency; seldom is if the admiral's personal command. (A few admirals keep their "tlag" on shipboard, however, and can make suburdinates' lives a terror by dropping into a sector unannounced for a "look-see." Fleet Operations passes orders down to the Fleet Admirals, who pass them along to subordlnate admirals or to individual captains depending on the urgency of the order and the admiral's personal style. Reports and emergencies travel back up the chain to Fleet Clys. Within Fleets, some admirals set up-"wings" to further subdivide command; a rear admiral. normally commands a wing.

Each fleet serves either a tactical purpose isuch as to protect Vulcani or a strategic purpose (such as ready reservin. Most factical fleets are "standing" fleets, which retain the same mission throughout their existence. Most strategic fleets are either "mobile" fleets. sent to any cross area or placed on deep-space patrol. and exploration daty or "supporting" fleets kept ready for specific contingencies. The deployment of a mobile deet essentially tollows the older task force model. only with better communications and more ships. Most mobile fleets keep their ships in the same broad area 20 30 adjacent sections, for faster concentration and coordination in case of emergencies.

On the eye of the Dominion War, Starfleet had approximately 6, UC starships, plus transports, surveyors, hospital ships, and other support graft, (Another ; There is small seriors, remalious, righters, and heavy shuttlecraft tilled out the mission boards.) These ships made up 27 numbered Fleets, as well as six specialized. Fleets (see box, page 77). The Dominion War upset the careful halance of "standing," "mobile," and "support" fleets, wartime made every fleet, except crucial oney such as the 3rd, a mobile fleet. Admiral Taneko's system. was strained to the utmost reassigning capable combat. cadres to all fleets and dealing with the force fluctuations throughout the period. During the War, the number of Fleets grew to 44, although the hard tighting lettmany or them severely understungth. The Seventh Fleet, for example, comprised only four ships after the Battle of Tibor it 1374, and was never rebuilt to its origmal complement of 160 ships. The Dominion War lett approximately 1,500 starships in reads condition, with about that many again in varying states of damage, disrepair or crew attrition (Startlee) personnel losses during the War were staggering, not even counting the milisons of casualties on Butaged, Benzar, and Earth: Until Stanfest decides how asst, or whether, to rebuild to pre-War levels, the fleet model remains the order or the day. Many ships, however, technically part of one or another deet, have been detached for individual duty in anecho of the eartiest days of single ships patrolling the darkness where no man has gone before.

### FLEET DEPLOYMENT • 072502

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### MIPPONI PLEETA

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### STARBASES

Both models of fleet deployment depend heavily un starbases to coordinate, resupply, and even defend the ships on duty. From almost its earliest days. Starfleet has joined stationary starbases with mobile starships as warp and well of its defensive and exploratory patiern. From 17 starbases and a strattering of other stations in the early 2260s, the network expanded to over 500 such stations by the close of the Dominion War. The tollowing categories match the base categories on pages 28-29 of the Star Trek RPC Narrator's Confe, and give some examples of these keys to galactic security. Keep in mind that a base's purpose may shift over time, a tormer strategic base on the Federation frontier may, as the Federation expands, become a supply station and then a service. hub, as ships of all kinds increasingly put as for supplies, retit, and eventually trade or recreation.

### Command Centers

STARBASE II for ated on the starkly beautiful planet Ylor this is one of the kes Startbeet administrative facilities in the Beta Quadrant, and one of the emergency "continuity" offices of Startbeet Command itself, should anything happen to Earth, Important ceremonies and precedent-setting courts-martial occorbere. An officer who reports through Starbase 11 can either gain I additional Remove point for his mission or double the effectiveness or any ni his Starbeet contacts while there.

STARBASE (2) Orbiting command post in the Gornma 400 star system, established in 216 f as a fest of Starfleet's remote construction abilities, it remains an excellent location for starship maintenance, as well as coordinating much in the detense trainit for the timer core of the Federation. Any Starfleet officer's social tests to gain detense assignments or information are at +1 here.

STARBASE 173: A major command and administrative post for the Romolan Neutral Zone located quite near Starbase 23, its associated strategic station Built in the 2280s, both bases are on accelerated alert

status even in peacetime. Starbase 173 hosts a key field office or Startleet Intelligence. Any academic test involving the Rimulan Empire, including its factors, politics, ships, or istrography, is at 42 using Starbase 173's computer system.

### Science Stations

STARBASE II: Located between fleta Auriga and Camus II. Starbase 2 has been a key center for space medicine research ever since the 2240s. Its advanced the support and tooperal racillities can comfortably support and hopefully bealt almost any known species or themetical life-form. A strong Volcan and Betazoid presence aids with counseling and psionic research. All Medicine tests are at +2 to skill here, over and above the modifier for advanced and precision equipment.

STARBASE 9. Originally a supply station constructed in the 2180s. Starbase 9 slowly became a major scientific and astronomical monitoring station—the Argus Array, for example, was designed as an opiated model of starbase 9's orbital phased EM collectors. All Space Science tests are at +2 here, and any social tests to gather information about scientific developments or ship traffic are # +1.

STARBASE \$14: Located near the Cardassian border on the edge of the Badlands, this survey station is relatively well-armed, having suddenly been uprated during the Dominion War. Much of the base's armament was automated and its military staff withdrawn after 2375: Startleet may turn it into a supply station for expeditions into Cardassian space on even a scientific command post to: voyages through the Bajnt wormhole. Any Science test about the Cardassian Union, the Badlands, or the Camma Quadrant is #1.2 here.

### Service Hubs

StarBASE 6: This starbases reputation as the finest R&R post in the fleet goes all the way back to the 2250s, when a Tiburoman-Centauran team redesigned it from the hub out. In peacetime, starships divert from sectors around to enjoy distacilities, which include state of the archofodocks, hull-C seames, and the most suphisticater replicators, and cherst within a thousand parsecs of Aklebaran. All social tests between any ship's personnel are at a limit a month after taking R&R at Sturbase 6.

STARBASE 74: One of Starfeet's largest space docks. Starhase 74 orbits farsas III its bays can service into it alaxy-class starships at once, if need by. The Tarsas-Qualor ran is an excellent place to see any and even kind of ship, under power or tow. In addition to being a space-parts paradise. Starbase 74 bosts the timest Byriar computer techs in Starfeet. Any social test to obtain space parts or ship components is at +1 here, at Repair or Engineering tests here are at +2; ships that rent here add one letter grade to Operations system resiability that lasts until damaged again.





STARBASE 315. A thriving commercial and traffic hob in the BeTau sector deep in Federation space in the Alpha Quadrant. Starbase 113 does it all, its supply station talls under Federation Merchant Marine rather than Starffeet jurisdiction, built in the 2 (20s, its space-rlock facilities are too small for any ship larger than an Ambassarkii. Tass vessel. Any Business tests are at 11 here, as is an test to find rate or peculial merchandise.

### Strategic Bases

STARBASE 10: The original strategic base detending the Neutral Zone against Romolan incocano, Starbase 10 is screened and supported by the critical Carrina Histira cluster, Between its construction in the 2170s to 2266, it slowly became a scientific support base as well; tolknying the Romolan incousions in the later 2 frd century, it added a state-of-the-aid medical facility in case of soir. Like Starbase 17.1 it remains at accorderated alert status. Any information-gathering test, social or orandemic about the Neutral Zone is at 12 here.

STARBASES 2ll AND 257 two small, but powerfully arrived starbases or the Bajor Section intended to provide support and supply facilities for Deep Space 9. Each station can disck up to sta Nethula-class consers. Any starship secapones system can be repaired in one-squares the required time here or incusand in reliability by one letter grade until the post diving or tailore.

STARBASE 234 A crucial stategic hase along the Elinguistronter Starbase 334 dates back to the Klingon Eronados crias of the 2340s. It received a massive opgrade following the Klingon Civil War of 2367-68, and became a cross transon and command post during the Dominion War Its spacedock can support an entire fleet for months. Any officer reporting through Starbase 234 will receive 2 extra Renown points for actions involving federation Mingon seconts.

### Supply Stations

STARBASE 4. Initially constructed in the late 22ml century to support federation culonial efforts. Markase 1 eventually became an administrative center for the Lyris Corridor between fellar and Deneb. During the Federation's great expansion into the Alpha Quadrant during the early 24th century. Starbase 4 become a test-bed for terratorning and replicator technology it has temporary quarters with tull lite support for over a quarter of a million people for e of the largest orbital settlements in the Federation and remains one or the most cosmopolitan places in Starfleet. Any Specific World of Planetary Science test here is at +2.

STARBASE 34. One of many floating rold and resupply bases for the Alpha Quadrant. Starbase 84 can embay 12 Calaxy-class starships and dock 24 Alva class ships simultaneously. A number of industrial planeous keep Starbase 84 supplied with dilahum durant-

um, and even pre-huilt warp cores and phase: arrays. Any social test to obtain spans parts or ship components is at a 1 here: any Engineering test is at 41 here.

STARBASE 343: A medical supply statem near Depeb. Starbase 343 tinds liself dealing with the Ferengi more than most Startleet posts. Since Startleet pays bonestly, in credits, Ferengi anywhere in the region take medical supplies, biological samples, or anything else that looks vaguely scientific here for resale. Due to the volume of traffic, the harried administrative staff can't always keep track of everything, and the inventory lockers contain all manner of weird items "found on an empty planet" by Ferengl radius. Any social test to obtain any medical or biological equipment is at 12 here; all ferengl contacts count double here.

### Deep Space Stations

DEEP SPACE 4: A self-sustaining station of the confused pointer area between Romalus and Vulcan, Deep Space 4 sees all kinds pass through it, from madarchaeologists to parates to naive astrophysiclass, technically a Starffeet commond post, its ecunity force despatical ever gening rid of all the Tal Shar agents on board. Hence, it serves as an informat diplomatic point, intelligence-gathering hub, and underground marketplace. Any Romalan contacts count double here, any Streetwise test involving Romalans of the region real of

DEEF SPACE STATION K-7. One of nine space stations storing along the Kingon frontier between \$2.18 and 2.293. Deep Space Station K-7 began as a strategic outpost. By the terms of the Organian peace totals, all frontier stations of both nations were opinite each others' featile, while i made K-7 a high for spiles and contembation. With the Khilomer Accords and the growing bederation-Khilgon alliance, K-7 became a major transil point and obselling place for belocation and klingon ships and personnel. Any academic test involving the Klingon Empire, including its factics, politics, ships, or astrography, is at 1.2 using K-7's compute, system. During 24th-century series, any Klingon contacts count double here.

FARSPACE STARBASE CARHART: A transillental station past Dench in the Alpha Quadrant. Stationse Earthart serves as a nation command post and replacement point for starships in the sector. Primarily a "history half" for spacers of all kinds, its furid and searny Bonestell Recreation facility is a great place to get a drink, a lover a knilling, or all three. All Streetwise tests are at all here.

### STARSHIP TEMPLATES

The following section provides templates for major classes or Starffeet ships suitable for use as Crew bases of operations, "walk-on" ships to restue or investigate, goals for transfer for promising officers, and rem-







TIBLE	A A	OTERE	22.7	BHILL	TEMPLATE
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SHIP CLASS	TYPE	PRODUCTION YEARS	MISSIONS	Series
Aldre	Heavy Cuber	2368-	holmo, Mhay	This, Blins West
Ambossador	Explorer	2322-237?	Defense Emergency, Exploration, Militury, Scientific	TNG
Constitution*	Heevy Craker	2245-3270 2270-2293	Befonce, Emergency, Exploration, Military, Scientific	105, Maria Maria
Devdalus	Explorer	7767-7196	Delenso, Exploration, Scientific	Enterprise
Deltent"	Heavy Least	2371-	Defense, febriligense, Ablitany	991, VQT
Excellina	Cruisec	2284/2288-2364	Delence, Emergency, Exploration, Military, Scientific	Movie, ING, 059
Galaxy"	Lephone	2356-2179	Sulency, Emergency, Exploration, Scientific	310, 057
Herbart*	Cargo	2341-	Emergenry, bodo	TNG, DS9
intropid	Uple Explorer	2276-	Mylometr, Exploration, Schoolffer	959, VOT
Miranda	Cruiser	2274-2161	Deleuse, Scientific	Movie, TNG, DS9
Hebele	Croher	2857-2375	Deliter, Spargeory Exploration, Scientific	THE, DID
Oberth"	Successor	2275-2141	Exploration, Spentific	Movie
		2341-2175		TNG, OS9, VOY
tage	Esplorer	2215-2279	taken, harpery Explorates Millery, Christia	105, Mevie
Saber	Light Croises	2370-	Defense, latelfigence	DS9. VOY
Severalge	Beary Explorer	1176-	Boligios, Suprygang, Exploration, Milliony, Schooliffs	180, DSV, VOY
Steamrugner	Heavy frigate	2369-	Defense. Emergency, Military	ING, DS9, VOY
Berrie h.	in him that had the	mari dili		

CHAPTER SIX

forcements for missions that suridenty turn hary (Romulae, Cardassian or 24rd century kingon series can also use them as "threat ships, of course. The templates appear in chronological order from the earliest (Parclatus) lass Explorer to the latest (Society) class Heavy Explorer), See Table 6.2 for details. The "Abssions" (based on the mission types from the Star Trek RPC Sarrators Carde Table 1.1) and "Series" breaders are only suggestions, based on the ships' pur

many mission rules and televised depictions. More details appear in the individual ship write-ops Both Crews and Narianors should use these suggestions to jumpstart their magnitude—neither Startleet command mentic sagaries of the space time continuum allow every ship to the fleet to remain right where it's supposed to be, doing exactly what it's designed for over the course of a five-year mission.

MESSA BOT

### STARSHIPS • 083502

### LCARS MEMORY ALPHA LIBRARY INDEX ONLINE

STARFLEET SHIP RESISTRY/DATABASE STANDATE 54974.2 (2377 EARTH STANDARD YEAR) INDICES 358804-3822217



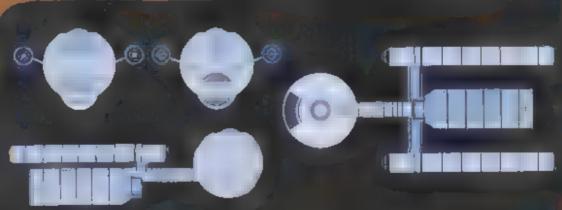
STARFLEET TACTICAL SPECIFICATIONS

Authorized Personnel (IIII)

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# DAEDALUS-CLASS

### STARFLEET VESSELS



### DAEDALUS-CLASS SPECIFICATIONS

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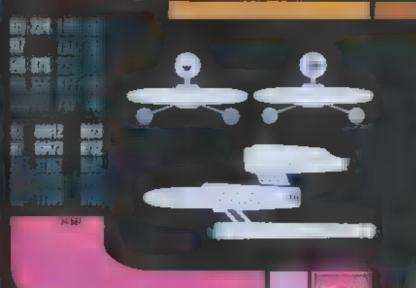
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### STARFLEET VESSELS

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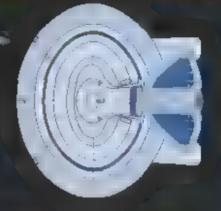
### STARFLEET VESSELS

# NEBULA-CLASS



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### STARFLEET VESSELS

# **AMBASSADOR-CLASS**



### AMBASSADOR-CLASS SPECIFICATIONS

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### STARFLEET VESSELS

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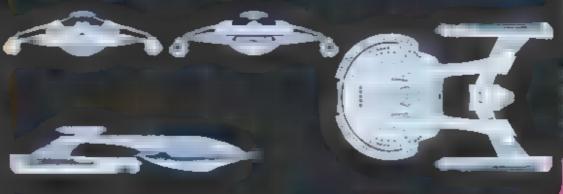
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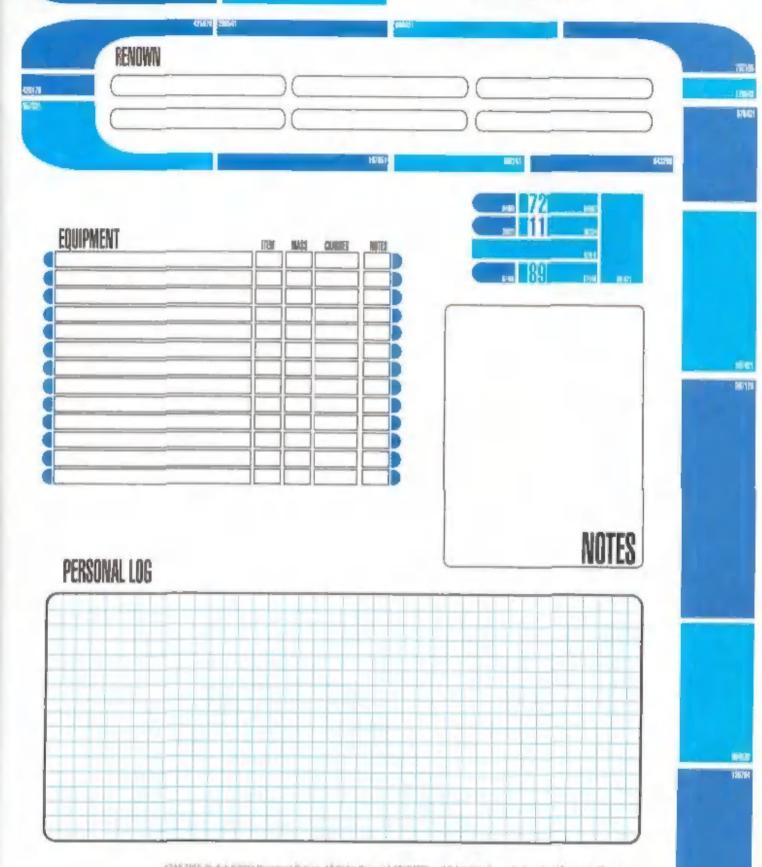


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—Picard to Riker, Encounter at Farpoint

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